INTERVIEW: DAFNE KEEN & CHARLIE BARNETT

THE OFFICIAL MAGAZINE | ISSUE 228

STAR WARS INSIDER

Star Wars: The Bad Batch
Season Three Companion

Diana Lee Inosanto
Morgan Elsbeth's tale of the Empire

Exclusive
An All-New *The High Republic* story!
Fiction!

Celebrating half a decade of THE MANDALORIAN

PHANTOMS OF THE SPACE OPERA

EXPLORING THE SPOOKY SIDE OF *STAR WARS*

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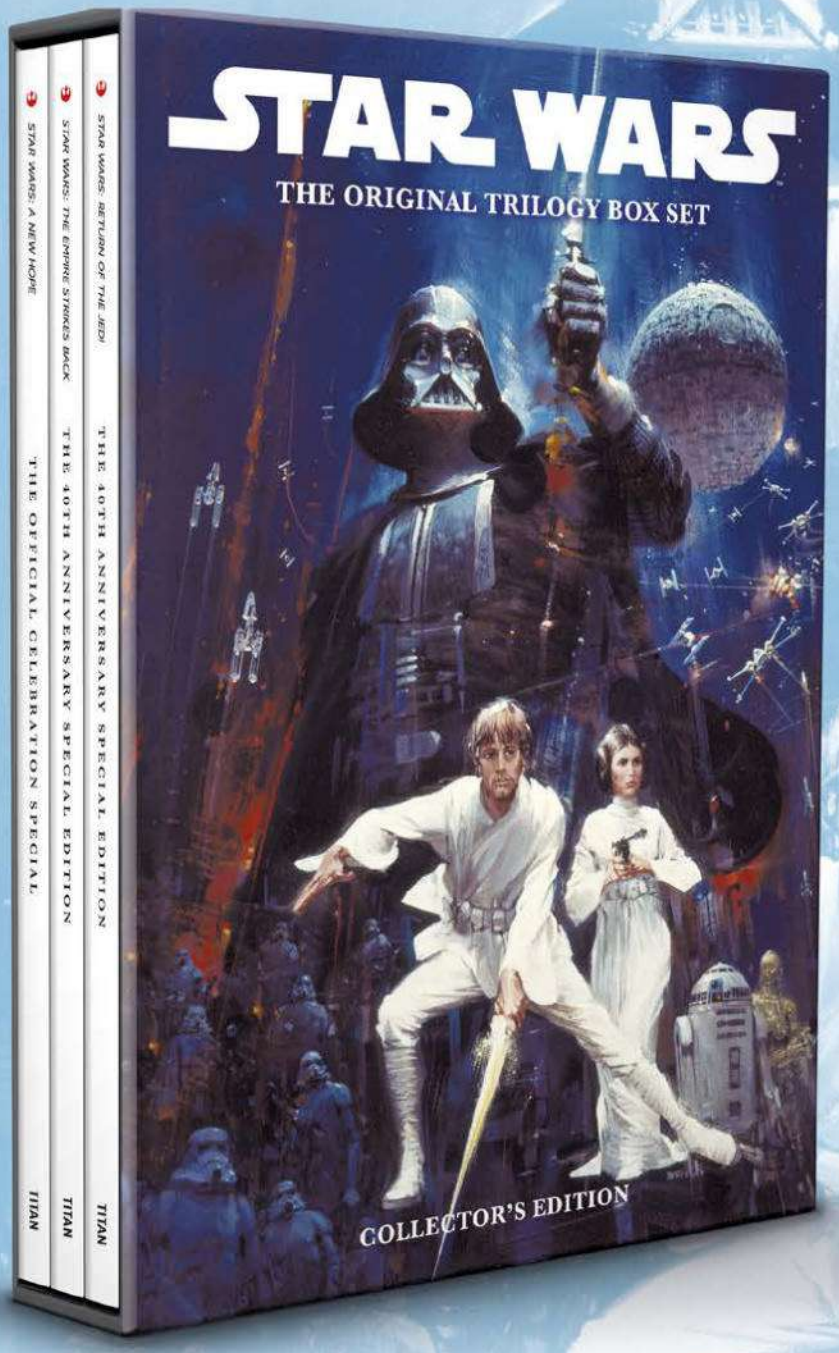

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A MESSAGE FROM THE EDITOR

"Hello There!"

As Halloween looms, I've found myself wondering what the scariest thing in *Star Wars* might be? Is it a regular monster like the rancor or the wampa? If you suffer from ophidiophobia, then the vexis from *Star Wars: The Rise of Skywalker* is probably up there. The exogorth (better known as the space slug from *The Empire Strikes Back*) must have been extra scary for people afflicted by molluscophobia—the irrational terror of slugs and snails! Or perhaps the scariest thing about *Star Wars* (for long-term fans especially) is that it's an unforgiving indicator of the passage of time. On November 12, 2024, *Star Wars: The Mandalorian* is five years old. That's half a decade, people. How did that happen?!

Given the spooky vibes of the season, phantoms, baddies, and beasts dominate this issue of *Star Wars Insider*. Aside from commemorating the Mando landmark with a feature on how the show has expanded our knowledge of galactic history, we explore the horror aspects of the saga, from the Frankensteinesque transformation of Darth Vader to the Witches of Dathomir and beyond. We speak to Diana Lee Inosanto about deepening Morgan Elsbeth's story in *Tales of the Empire*, and take a look inside the covers of *Star Wars Bestiary* Vol.1 with the book's writer S.T.Bende and illustrator Iris Compiet. We also catch up with *Star Wars: The Acolyte*'s Daphne Keen and Charlie Barnett, and Alyssa Wong's *The High Republic* short fiction reaches its devastating climax.

That may seem like a lot to get through, but don't be afraid. We all know where fear leads, don't we?!

May the Force be with you.

Christopher Cooper
Editor

MEET THE CONTRIBUTORS...

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STAR WARS INSIDER

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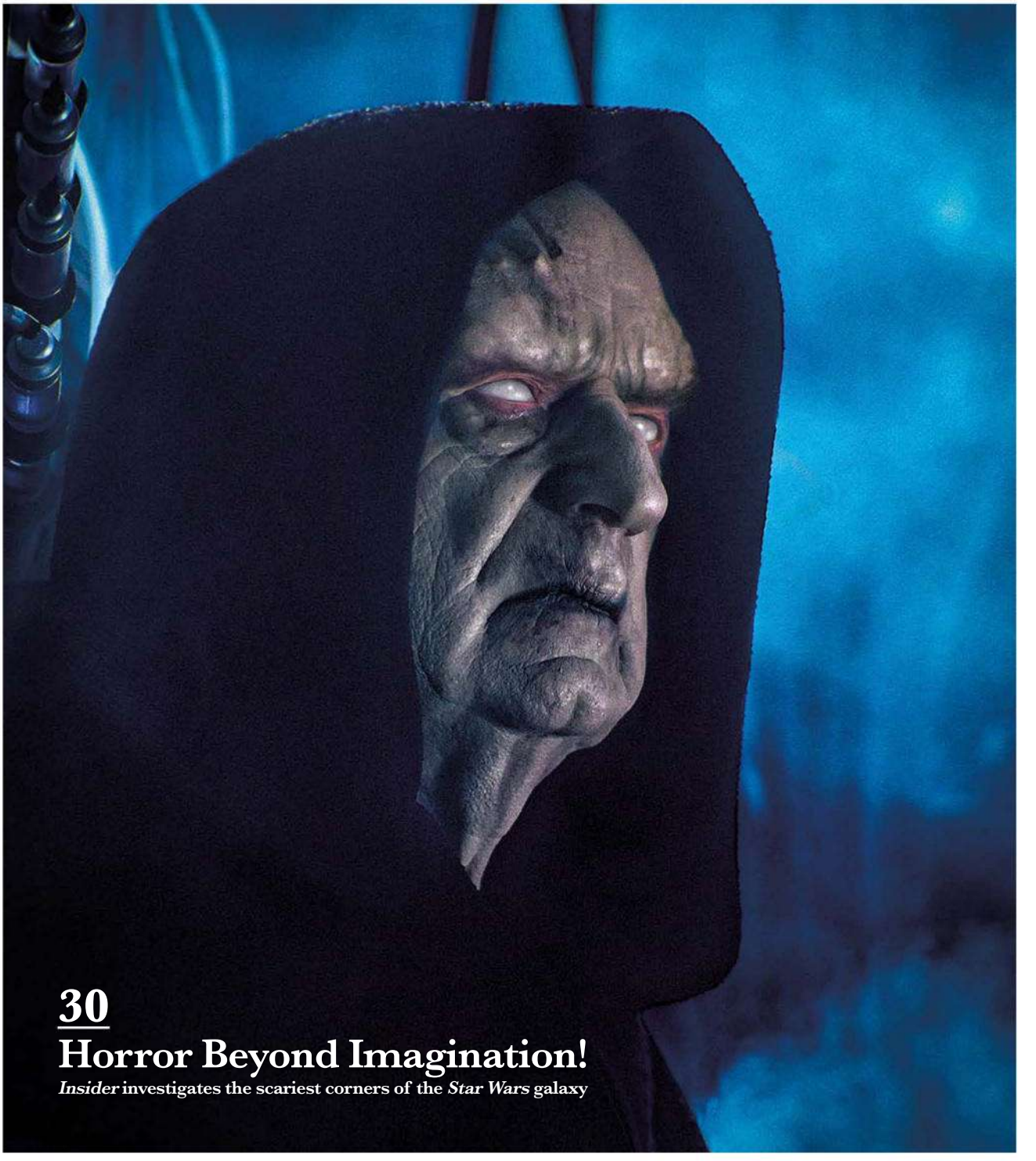

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Horror Beyond Imagination!

Insider **investigates the scariest corners of the** ***Star Wars*** **galaxy**

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STAR WARS INSIDER

LAUNCHPAD

NEWS / BOOKS / COMIC[S] / [GA]MES / FASHION

James Earl Jones

1931-2024

Legendary actor James Earl Jones originally declined to be credited as the voice of Darth Vader for his contribution to *Star Wars: A New Hope*. He considered his input as merely a "special effect," and that it was David Prowse's physical performance that made the character.

Years later he would relent, and his name was given the prominence it deserved in the credits for *Star Wars: Return of the Jedi* and the Special Editions. Despite his humble reticence, however, Jones had been right in one regard: his voice was special.

Very special indeed.

Beyond the original trilogy, Jones reprised the role of Vader into the 21st century, including in films *Star Wars: Revenge of the Sith* and *Rogue One: A Star Wars Story*, and the animated series *Star Wars Rebels*. Instantly recognizable but infinitely adaptable, his resonant tones lent gravitas to CNN's channel idents for decades, while for children of multiple generations his was the powerful voice of Mufasa in *The Lion King* (1994). Jones shone in countless stage plays, television series, and movies, winning a haul of awards including Tonys, Golden Globes, and Emmys, and was honored with a Lifetime Achievement Oscar for in 2011. But for readers of *Star Wars Insider* it is for his role as the voice of Dark Lord

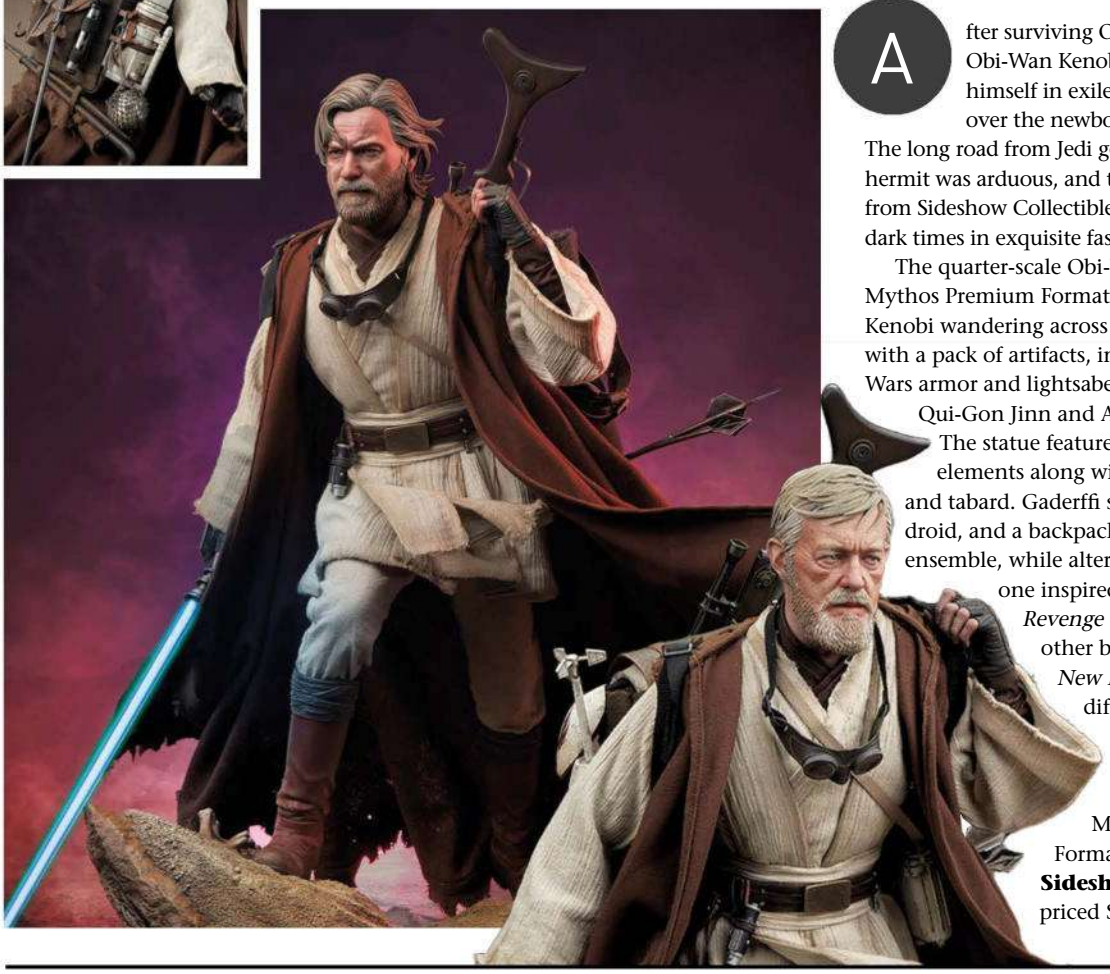
of the Sith Darth Vader that he will be long remembered.

In a heartfelt tribute to the late actor, *Star Wars* creator George Lucas said, "James was an incredible actor, a most unique voice both in art and spirit. For nearly half a century he was Darth Vader, but the secret to it all is he was a beautiful human being. He gave depth, sincerity and meaning to all his roles, amongst the most important being a devoted husband to the late Ceci and dad to Flynn. James will be missed by so many of us... friends and fans alike."

Star Wars Insider was greatly saddened by the passing of this titan of the galaxy. Our condolences go out to his family, friends, colleagues, and legions of fans.

From Obi-Wan to Old Ben

Observe a Jedi's journey from two points of view with this premium statue



After surviving Order 66, Jedi Master Obi-Wan Kenobi soon found himself in exile while watching over the newborn Luke Skywalker. The long road from Jedi general to isolated hermit was arduous, and the latest release from Sideshow Collectibles captures those dark times in exquisite fashion.

The quarter-scale Obi-Wan Kenobi Mythos Premium Format Figure depicts Kenobi wandering across Tatooine's terrain with a pack of artifacts, including his Clone Wars armor and lightsabers that belonged to Qui-Gon Jinn and Anakin Skywalker. The statue features polystone elements along with a fabric robe and tabard. Gaderffi sticks, training droid, and a backpack round out his ensemble, while alternate headsculpts—one inspired by *Star Wars: Revenge of the Sith*, the other by *Star Wars: A New Hope*—supply two different perspectives. You can order your own 21-inch-tall Obi-Wan Kenobi Mythos Premium Format Figure at **Sideshow.com**, priced $725.

THE LIGHT SIDE

By Jamie Cosley

AND HE SAID, "NOW GO. FIND OTHER BANTHAS AND MAKE BABY BANTHAS. GO! YOU'RE FREE TO ROAM THE DUNE SEA." BABY BANTHAS?!? YOU JUST FIRED ME! WHO'S GONNA MARRY AN UNEMPLOYED BANTHA?!?

Empowered by Protocol

Build your own galactic interpreter

Thank the Maker! Specializing in human-cyborg relations and fluent in more than seven million forms of communication, C-3PO proved himself to be an invaluable ally for the Galactic Republic, Rebel Alliance, and the Resistance. To celebrate the 25th anniversary of LEGO® *Star Wars*, the LEGO Group is honoring the devoted protocol droid with its C-3PO buildable droid figure, an astounding 1,138-piece building set that stands over 15 inches tall.

The realistic build-and-display set is equipped with a rotating head and movable arms to capture perfect protocol droid poses. The set also includes a stand with a C-3PO information plaque, a C-3PO LEGO minifigure, and a LEGO *Star Wars* 25th anniversary brick. Available now priced $139.99 on **LEGO.com**.

Repair Droid Apparel

Add some PIP to your outfit

Whether a situation called for fixing a Trade Federation starship or enticing umbramoths to attack the Force-wielding Stranger, Osha Aniseya regularly turned to her reliable PIP droid companion to assist her with saving the day in *Star Wars: The Acolyte*.

Heroes & Villains' *The Acolyte* PIP Droid Natural Tee is a new comfortable, lightweight, 100% cotton shirt bearing a colorful printed likeness depicting the character's distinctive blue-and-orange look. Accented with Aurebesh writing, you can now show off your affinity for Osha's customized repair droid by adding it to your *Star Wars* wardrobe for $32. Available now at **HeroesVillains.com**. **HeroesVillains.com**.

The *StarWars* DotColumn

Fascinating features and articles from the digital vaults of StarWars.com

Add StarWars.com/Insider to your browser bookmarks to enjoy *Insider*'s pick of the best of the official *Star Wars* website.

Lightsabers and Magic
Visual Effects Supervisor Julian Foddy talks to StarWars.com about *Star Wars: The Acolyte*'s weapons and creatures.

Heavy Metals
Discover how *The Acolyte*'s cortosis holds up against the beskar of the Mandalorians.

Bazil Goes Potty
StarWars.com's Kelly Knox shows you how to create a *The Acolyte*-themed plant pot.

The Rise of Rey

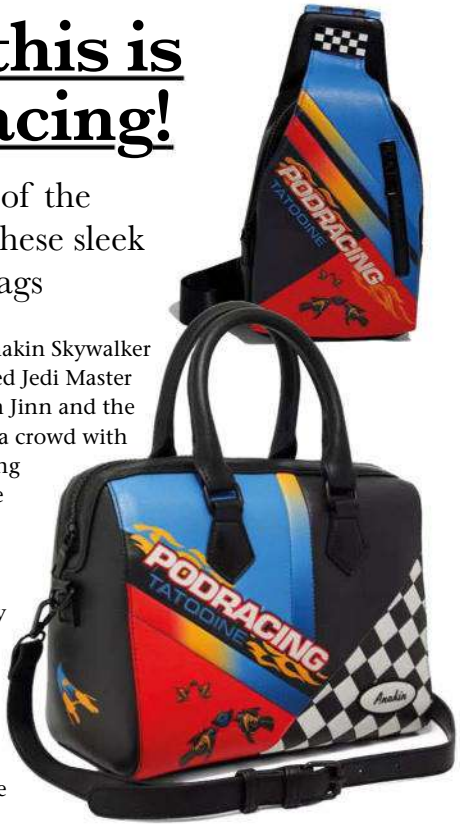
Get inspired by Rey's resilient style

After struggling to survive on Jakku as a scavenger, Rey rose to become a beacon of hope for the Resistance, the Jedi, and the galaxy-at-large. Harnessing these attributes, Heroes & Villains pays tribute to Rey's humble origins and heroic deeds with the Rey Utility Belt Bag & Convertible Crossbody and Rey Canvas Vest.

The 9-inch-wide by 9 1/2-inch-tall bag, which converts from a belt bag into a crossbody, incorporates a detachable BB-8 zipper pouch into a sturdy design perfect for trekking through the sands of Jakku or the jungles of Ajan Kloss. The 100% cotton vest features a full zipper closure and side slant pockets with a Jedi patch on the front and the words, "Join the Resistance" embroidered on the back. The Rey Utility Belt Bag & Convertible Crossbody ($65) and Rey Canvas Vest ($70) can be purchased on **HeroesVillains.com**.

Now this is Podracing!

Leap ahead of the 'pack' with these sleek podracing bags



Young Anakin Skywalker impressed Jedi Master Qui-Gon Jinn and the Mos Espa crowd with his daring podracing exploits during the Boonta Eve Classic in *Star Wars: The Phantom Menace*. Now, you can carry that style forward and make your own mark on the masses with BoxLunch's Podracing Tatooine Sling Bag and Crossbody Handbag.

Each bag possesses vibrant podracing graphics, embossed line details, and a speedy checkered-print pattern. The sling's metal closure keeps your items secure, while the satchel's removable crossbody strap allows for a comfortable and hands-free experience. Get in gear and race over to **BoxLunch.com**, where the exclusive polyurethane Podracing Tatooine Sling Bag ($64.90) and Crossbody Handbag ($74.90) are now available.

Rings of Royalty

Accent your attire with this majestic, Amidala-inspired jewelry

As the Queen of Naboo, Padmé Amidala maintained an opulent wardrobe as she diligently advocated on behalf of her planet's citizens on the galactic stage. The Padmé Amidala Adjustable Ring from Girls Crew embodies that majestic spirit, portraying Amidala's iconic headwear capped off by a red-accented stone. The ring's delicate metal rose detailing is adorned with vibrant fuchsia and pink stones to reflect her Meadow dress.

You can also compliment your outfit with Queen of Naboo Dangle Earrings, a matching set which measures 2½ inches in length and boasts a Naboo insignia stud accented by dangling ombré stones that transition from lush yellow to royal purple. Made with cubic zirconia stones and available in 18k gold-plated, 18k rose gold-plated, and rhodium-plated over brass variants, the Padmé Amidala Adjustable Ring ($48) and Queen of Naboo Dangle Earrings ($78) can be found on **ShopGirlsCrew.com**.

FEEL THE FORCE

CELEBRATE THE LIGHT SIDE WITH THESE COOL COLLECTIBLES

AN OBI-WAN ORIGINAL

Ignite your imagination with Obi-Wan Kenobi's *Star Wars: The Phantom Menace* Lightsaber

1

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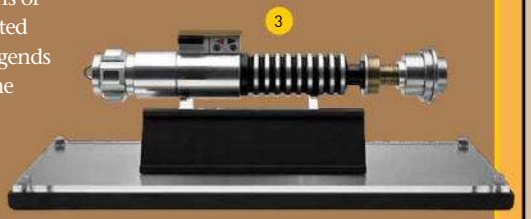
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The first *Star Wars* prequel chronicled a key period of Obi-Wan Kenobi's life as a Padawan learner, highlighting his first encounter with Anakin Skywalker and a deadly duel with Darth Maul. Although Kenobi lost his own lightsaber in that clash, EFX Collectibles ventured to the Lucasfilm Archive for scans of an original *The Phantom Menace* prop (1). This in-depth research resulted in the breathtakingly screen-accurate Obi-Wan Kenobi Lightsaber, a Legends Edition piece that boasts weathering and details that are identical to the lightsaber that is preserved in the Archive. Kenobi's lightsaber joins EFX's other marvelous replicas, which include Ahsoka Tano's dual lightsabers from *Ahsoka* (2), and Luke Skywalker's lightsaber from *The Mandalorian* (3). Available now at **EFXCollectibles.com**.

DRESS LIKE A JEDI

Assemble your Force-inspired ensemble with Her Universe's retro collection

1

2

3

Whether they left the Order on an independent path, helped the galaxy in other ways, or committed their life to the light side, every Jedi's journey was unique. Her Universe honors these Force-wielding legends with a trio of fashionable exclusives including the Ahsoka Tano Retro Dress ($84.90) (1), Princess Leia Retro Skirt ($69.90) (2), and Obi-Wan Kenobi Retro Dress ($94.90) (3) with creative interpretations of each character's signature attire. The Kenobi dress offers a faux wrap bodice and a brown belt reminiscent of his robes, while the Tano dress features design elements from her blue outfit. The Leia Organa skirt depicts a watercolor-inspired study of the determined princess. All three pieces are made from a 97/3 cotton-spandex blend and can be purchased at **HerUniverse.com**.

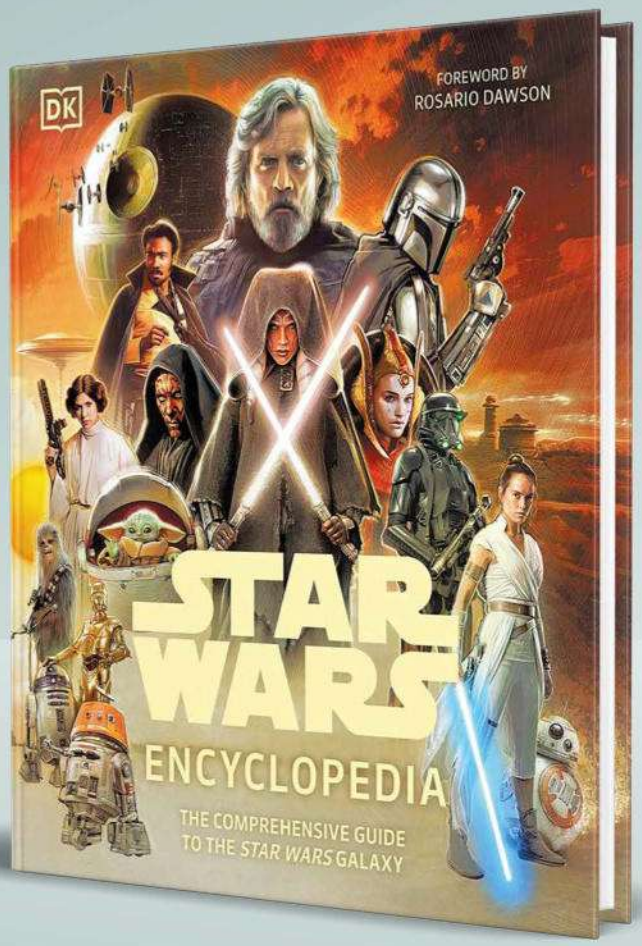
LEKKU LUXURIES

Accessorize your attire with these Ahsoka Tano earrings

Throughout the Clone Wars, Ahsoka Tano inspired hope as she battled against Count Dooku's Separatist forces. That inspiration continues to manifest in many ways, as Her Universe has channeled the distinctive design of the former Padawan's lekku into its brand-new Ahsoka Tano Lekku Drop Earrings. The 2-inch drops reflect the patterning on her lekku and are accented by dainty blue gem detailing reminiscent of the blue lightsabers she wielded at the time. Composed of alloy and stainless steel posts, the Ahsoka earrings arrive in a special *Her Universe Star Wars: The Clone Wars* box. The Ahsoka Tano Lekku Drop Earrings retail for $39.90 and are exclusively available at **HerUniverse.com**.

Book Club

The latest *Star Wars* books deliver new insights on the history of the galactic saga



From Alderaan to Zillo Beast

A galaxy of knowledge is yours in the new *Star Wars* Encyclopedia

November 19 sees the release of DK publishing's *Star Wars Encyclopedia*, an exhaustive hardcover book that packs in more than 2,200 entries from movies, television shows, books, comics, and video games into its 448 pages. The volume is an updated version of the two previous *Ultimate Star Wars* reference books released in 2015 and 2019, and includes numerous additions to galactic lore made since *Star Wars: The Mandalorian* debuted on Disney +.

This expanded edition uncovers vital facts about iconic characters, creatures, locations, vehicles, and technology from a galaxy far, far away, unraveling the comprehensive histories of 1,200 *Star Wars* characters, from icons such as Lando Calrissian and Leia Organa to the less renowned but still beloved Therm Scissorpunch and bandleader Max Rebo.

Chart your way through the galaxy with more than 200-plus entries on locations, including Darth Vader's Fortress on Mustafar, and recently introduced planets such as the Outer Rim world of Nevarro. Readers can also get up to speed on their favorite mode of transport, from the legendary *Millennium Falcon* to the sleek Naboo N-1 starfighter. Terrifying rancors and adorable porgs make up just two of more than 100 entries on exotic alien creatures. And don't forget about some of the more famous objects in galactic technology, such as Luke Skywalker's lightsaber, the beskar armor worn by the Mandalorian, and a myriad of other amazing equipment and devices.

Meticulously researched and stunningly illustrated, the *Star Wars Encyclopedia* is an indispensable resource for devoted fans and is, without a doubt, one of the most comprehensive reference books to date.

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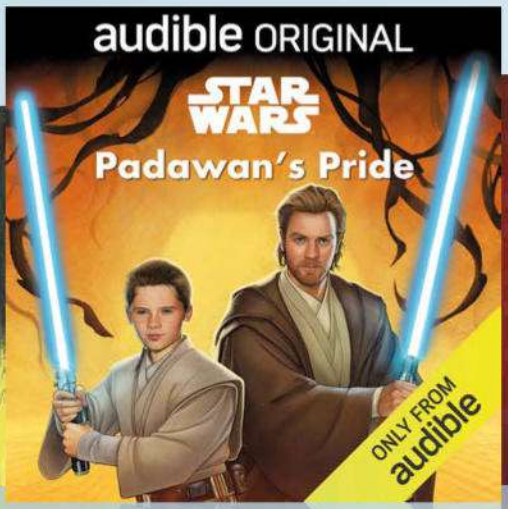

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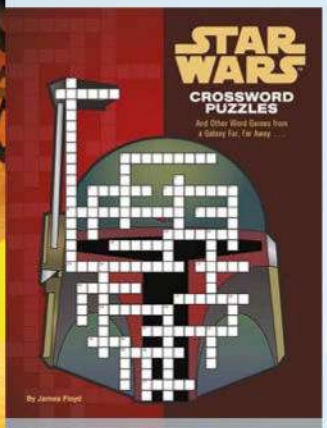


01

Star Wars: Someone Who Loves You

The latest offering from Disney Lucasfilm Press, *Star Wars: Someone Who Loves You,* is a picture book for young readers that recounts the wedding of Han Solo and Princess Leia, first described in her adult novel *The Princess and the Scoundrel*, Beth Revis brings the wedding and the moments leading up to the ceremony to life alongside artist Sophie Li in this celebration of one of *Star Wars*' most iconic couples.

As Han and Leia prepare to walk down the aisle, some curious Ewoks want to know what "love" is, and together the two find the words to define what it means to them. This giftable book is perfect for weddings, Valentine's Day, or just to tell someone you love them! On sale December 3.

02

Star Wars: Padawan's Pride

Jedi Knight Obi-Wan Kenobi and his Padawan Anakin Skywalker take center stage in this thrilling new audiobook by Bryan Q. Miller, set three years after the events of *Star Wars: The Phantom Menace*.

Sent to the Moons of Varl to infiltrate an underground podracing circuit while they search for a missing Republic spy, Kenobi and Skywalker (posing as a hotshot racer) must use all their Jedi abilities to complete their mission. In this action-packed tale of cutthroat competition and deadly deception, Anakin learns what it means to be a Padawan as he negotiates a series of increasingly treacherous races and faces his fate.

Featuring cover art by Jake Bartok, *Star Wars: Padawan's Pride*, an Audible Original, is available now.

03

Star Wars Crossword Puzzles: And Other Word Games from a Galaxy Far, Far Away....

Test your galactic IQ with this entertaining book containing more than 50 colorfully illustrated word games, coming from Chronicle Books on November 19.

Puzzle master and lifelong fan James Floyd has drawn his clues and answers from across the galactic saga, with quotes and memorable moments featuring Mandalorians, Wookiees, Jedi, and creatures large and small. The collection also includes acrostics and similar word games, each given a unique *Star Wars* twist. Featuring a variety of skill levels, each puzzle is patterned after iconic outlines such as the Death Star, the *Millennium Falcon*, lightsaber duels, starships, Mandalorian helmets, and more.

Comics Roundup

Imperial officers and fuzzy warriors share equal time in the latest *Star Wars* comics

Before the Force Awakened

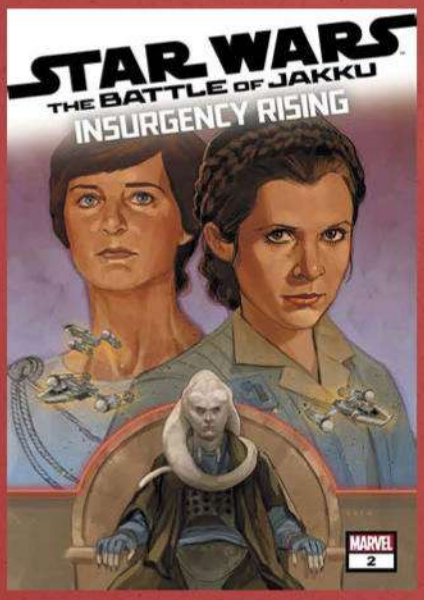
Has the Empire truly fallen in *Star Wars: The Battle of Jakku: Insurgency Rising*?

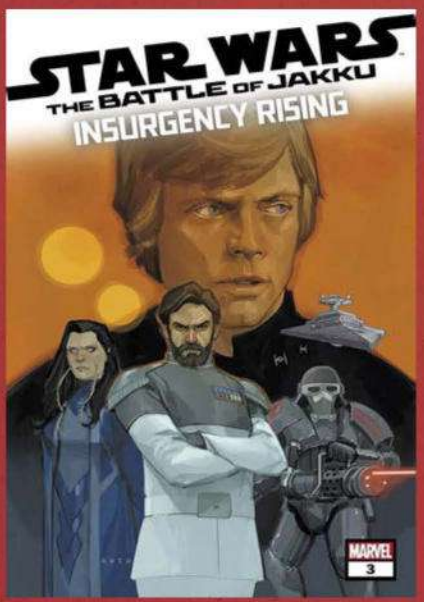
In 2015's *Star Wars: The Force Awakens*, audiences beheld a desert planet littered with ruined Star Destroyers, AT-ATs, and other war wreckage, hinting at an epic skirmish between a surging Rebellion and an overwhelmed Empire in the aftermath of the apparent death of Emperor Palpatine. *Star Wars: The Battle of Jakku: Insurgency Rising* is the first in a series of three sagas that promise to explore the fertile post-*Return of the Jedi* setting in the months leading up to the Battle of Jakku. Written by *The New York Times* bestselling author Alex Segura and illustrated by Leonard Kirk and Stefano Raffaele, the first issue of *Insurgency Rising* is in stores now, with a cover by Phil Noto. Subsequent installments of the first four-issue series will be released weekly.

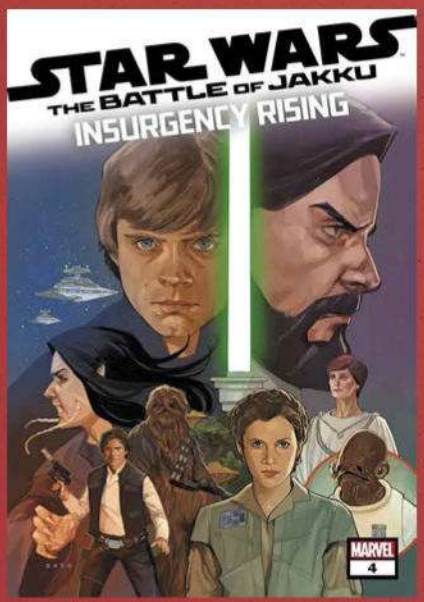
With the Battle of Endor in their rearview mirror, can Luke, Leia, and the ragtag coalition that hopes to put down roots as the New Republic stave off an unexpected new threat? A defiant Imperial takes center stage and goes on the offensive, while Leia Organa makes a startling discovery amid the forests of Endor. Who exactly are the enigmatic and deadly Acolytes of the Beyond? And what is the defiant Imperial's connection to Darth Vader?

It isn't long before Leia and rebel leader Mon Mothma are forced to make a difficult decision. Meanwhile, Luke Skywalker hunts for a lost Jedi relic, and the galactic underworld simmers with intrigue in the aftermath of an unholy alliance. Elsewhere, Poe Dameron's father, Kes Dameron, faces a death threat!

The Battle of Jakku continues with a second miniseries, *Republic Under Siege*, also written by Segura, with art by Stafano Raffaele and cover art by Taurin Clarke. As two Imperials join forces, can the nascent New Republic survive? Don't miss the action as the Galactic Civil War takes a startling twist!



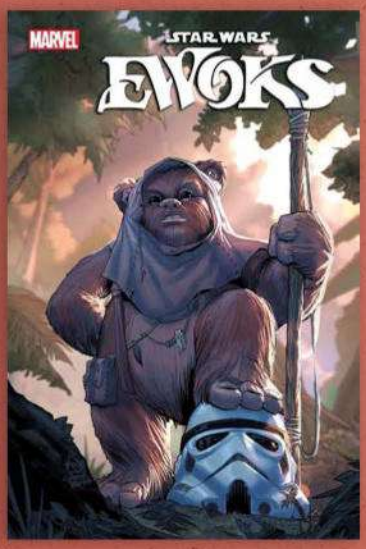




Star Wars: Ewoks #1 (of 4)

Just in time for the 40th anniversary of the TV movie *Caravan of Courage: An Ewok Adventure*, Marvel Comics is releasing a four-issue limited series starring the fierce and furry natives of the Forest Moon of Endor.

Star Wars: Ewoks, written by Steve Orlando and illustrated by Álvaro López and Laura Braga, is set after the events of *Return of the Jedi* as a team of Imperial-led scavengers and bounty hunters search for a cache of Imperial weaponry—only they aren't prepared to face a tribe of battle-hardened Ewoks! But who is the mysterious warrior with a connection to Wicket W. Warrick? Featuring a cover by Pete Woods, *Ewoks* #1 is in stores now.



Inquisitors #4 (of 4)

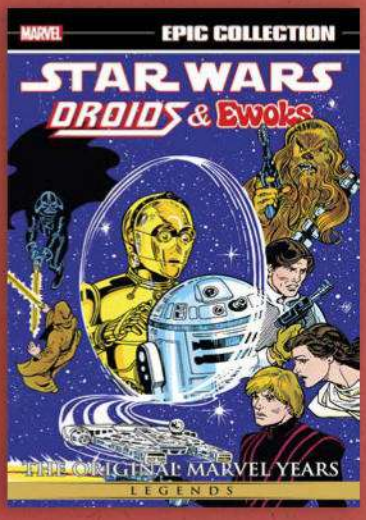
Marvel's limited series marks its conclusion as Jedi legend Tensu Run confronts the Inquisitors—and the dark side itself!

Darth Vader, angry that his minions in the Inquisitorius have failed to eliminate their target, turns up the heat and piles up the bodies. Tensu Run does his best to elude the hunters, but when his loved ones fall under suspicion, he has no choice but to face his destiny head-on. Shell-shocked by the disastrous rampage left in the wake of his pursuers, Tensu must choose his own path for the future. But what will it mean for the legacy of the Jedi Order? *Inquisitors* #4 is available now.

Star Wars Legends Epic Collection: The Original Marvel Years: Droids & Ewoks

This trade paperback collects vintage 1980s Marvel Comics featuring stories by writer Dave Manak and artists Warren Kremer and Ernie Colón, in a series of all-ages adventures.

Starring R2-D2, C-3PO, and Wicket W. Warrwick the Ewok, the fun tales follow the droids as they search for a new master, while the Ewoks embark on quests for rainbow bridges and rites of power. Plus, the story of *Star Wars: A New Hope* gets a fresh perspective in "*Star Wars* According to the Droids." On sale November 12.



Incoming

Don't Miss These Upcoming Releases

OCTOBER

***Ahsoka* #4**
Marvel Comics
Writer: Rodney Barnes
Artist: Georges Jeanty
Cover Artist: E.M.Gist

NOVEMBER

***Ahsoka* #5**
Marvel Comics
Writer: Rodney Barnes
Artist: Steven Cummings
Cover Artist: Rod Reis

***Ewoks* #2**
Marvel Comics
Writer: Steve Orlando
Artist: Laura Braga
Cover Artist: Pete Woods

***Star Wars: The Battle of Jakku: Republic Under Siege* #1 & 2**
Marvel Comics
Writer: Alex Segura
Artist: Stefano Raffaele
Cover Artist: Taurin Clarke

DECEMBER

***Star Wars: The Battle of Jakku: Republic Under Siege* #3 & 4**
Marvel Comics
Writer: Alex Segura
Artist: Stefano Raffaele
Cover Artist: Taurin Clarke

STAR WARS THE HIGH REPUBLIC

Luminous Lore

Shining a light on *Star Wars: The High Republic.*

Quest of the Jedi

A terrible crime leads to the Temple of the Whills

The action moves to the planet Jedha during an earlier period in the galaxy far, far away's golden era, in Marvel Comics' *Star Wars: The High Republic* Phase II: *Quest of the Jedi* Omnibus, written by Cavan Scott and Charles Soule, , with art by Ario Anindito and Andrea Broccardo.

Collecting the first ten issues of Scott's continuation of the monthly title following the end of Phase I, along with all four issues of Soule's *The High Republic: The Blade* mini-series, this 360-page hardback volume sheds new light on the world first seen in *Rogue One: A Star Wars Story*, and begins to explore the events that led to the rise of the Nihil. As tensions rise in the Holy City, and the fragile peace between the many and varied faiths that reside there starts to crumble, Jedi Knight Vildar Mac arrives on the Pilgrim Moon to "find himself." Instead, he gets involved in an investigation into a theft from the Shrine of Sarrav. But why are sacred relics going missing, and who has been using ancient Force powers on the city's busy streets?

In Charles Soule's *The Blade*, we meet Porter Engle, "the Blade of Bardotta," a Jedi renowned for his skills with a lightsaber. Serving the people of the galaxy as a guardian of peace and justice alongside his sister Barash Silvain, it seems even Engle has enemies he cannot defeat. *Quest of the Jedi* Omnibus is on sale November 12.

Hunted High and Low

The Children of the Storm make their move!

Star Wars: The High Republic* Phase III returns to a galaxy still reeling from the fall of Starlight Beacon and the inexorable rise of the Nihil, with Marvel Comics' continuing monthly comic picking up the story threads in *Star Wars: The High Republic* Phase III Vol. 2: *The Hunted.

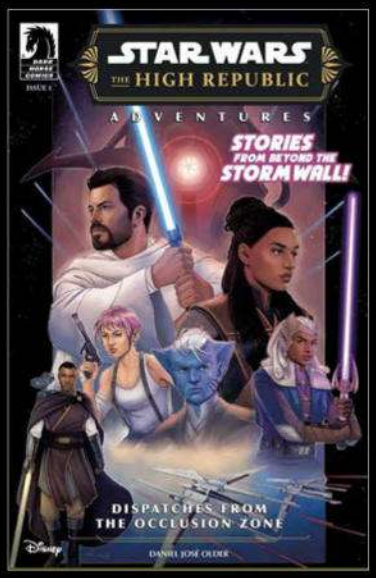
With a cover by Ario Anindito, this second collection of blistering Jedi action brings together five issues from Cavan Scott's run (#6 to #10) and the one-shot comic *Star Wars: The Acolyte: Kelnacca* #1, also by Scott.

Keeve Trennis finally finds what she's been searching for in the Nihil Occlusion Zone, but can the young Jedi Knight trust Lourna Dee when she needs her most? Baron Boolan is revealed as the Nihil Minister of Advancement as the Children of the Storm prepare to make their presence felt. Can Keeve's band of battle-weary Jedi, pirates, and wanderers remain united when a face from the past makes a shocking appearance?

Taking a leap more than a hundred years into the galaxy's future to the time of *Star Wars: The Acolyte*, the lightsaber-wielding Wookiee from the hit Disney+ series, Kelnacca, takes center stage in his comic-book debut, with art by Marika Cresta. On sale November 19.

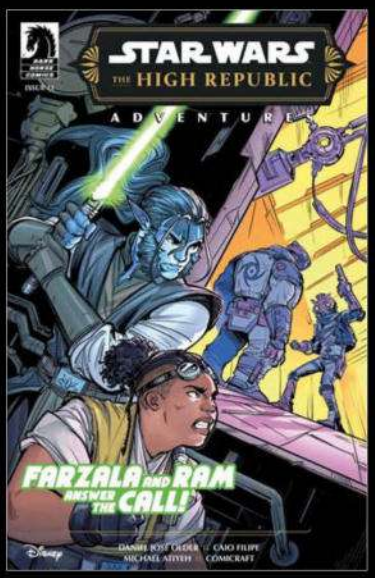
INCOMING COMICS

The High Republic comic-book releases arriving this October and November!

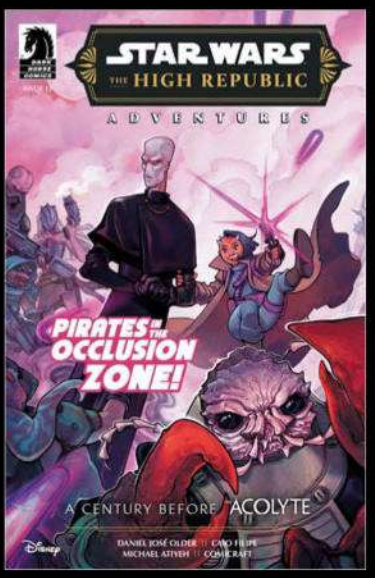


***The High Republic Adventures: Dispatches from the Occlusion Zone* #1**
Dark Horse Comics
Writer: Daniel José Older
Artist: Paris Alleyne
Cover Artist: Jake Bartok
On sale: Now

***The High Republic Adventures: Echoes of Fear* #2**
Dark Horse Comics
Writer: George Mann
Artists: Vincenzo Federici, Juan Samu
Cover Artist: Eduardo Mello
On sale: Now



***The High Republic Adventures* #11**
Dark Horse Comics
Writer: Daniel José Older
Artists: Caio Filipe, Michael Atiyeh
Cover Artist: Harvey Tolibao
On sale: October 30



***The High Republic Adventures* #12**
Dark Horse Comics
Writer: Daniel José Older
Artists: Caio Filipe, Michael Atiyeh
Cover Artist: Harvey Tolibao
On sale: November 20

Republic Roundup

(Excluding Comics & Manga)

PHASE I

Light of the Jedi
Writer: Charles Soule
Random House Worlds, Adult novel

A Test of Courage
Writer: Justina Ireland
Disney Lucasfilm Press, Middle Grade novel

The Great Jedi Rescue
Writer: Cavan Scott
Artist: Petur Antonsson
Disney Lucasfilm Press, 8x8 storybook

Into the Dark
Writer: Claudia Gray
Disney Lucasfilm Press, Young Adult novel

The Rising Storm
Writer: Cavan Scott
Random House Worlds, Adult novel

Race to Crashpoint Tower
Writer: Daniel José Older
Disney Lucasfilm Press, Middle Grade novel

Out of the Shadows
Writer: Justina Ireland
Disney Lucasfilm Press, Young Adult novel

Tempest Runner
Writer: Cavan Scott
Random House Worlds, Audio original novel

Showdown at the Fair
Writer: George Mann
Artist: Petur Antonsson
Disney Lucasfilm Press, 8x8 storybook

Mission to Disaster
Writer: Justina Ireland
Disney Lucasfilm Press, Middle Grade novel

The Fallen Star
Writer: Claudia Gray
Random House Worlds, Adult novel

The Battle for Starlight
Writer: George Mann
Artist: Petur Antonsson
Disney Lucasfilm Press, 8x8 storybook

Midnight Horizon
Writer: Daniel José Older
Disney Lucasfilm Press, Young Adult novel

PHASE II

Path of Deceit
Writers: Justina Ireland and Tessa Gratton
Disney Lucasfilm Press, Young Adult novel

Quest for the Hidden City
Writer: George Mann
Disney Lucasfilm Press, Middle Grade novel

Convergence
Writer: Zoraida Córdova
Random House Worlds, Adult novel

The Battle of Jedha
Writer: George Mann
Random House Worlds, Audio original novel

Cataclysm
Writer: Lydia Kang
Random House Worlds, Adult novel

Quest for Planet X
Writer: Tessa Gratton
Disney Lucasfilm Press, Young Adult novel

PHASE III

The Eye of Darkness
Writer: George Mann
Random House Worlds, Adult novel

Escape from Valo
Writer: Daniel José Older and Alyssa Wong
Disney Lucasfilm Press, Young Adult novel

Defy the Storm
Writer: Tessa Gratton and Justina Ireland
Disney Lucasfilm Press, Young Adult novel

Temptation of the Force
Writer: Tessa Gratton
Random House Worlds, Adult novel

Beware the Nameless
Writer: Zoraida Córdova
Disney Lucasfilm Press, Young Adult novel

Tears of the Nameless
Writer: George Mann
Disney Lucasfilm Press, Young Adult novel

MAKING HISTORY

FIVE YEARS OF THE MANDALORIAN

Star Wars Insider **investigates how the storylines from the hit series have bridged galactic gaps in the *Star Wars* timeline, while hinting at how the seemingly scattered Imperial loyalists post the Battle of Endor would be able to regather into a unified and deadly First Order.**

WORDS: AMY RICHAU

Astonishingly, it has been five years since *Star Wars: The Mandalorian* premiered on Disney+ on November 12th, 2019. The first live-action *Star Wars* television series gave fans their first look at what happened in the years following the collapse of the Galactic Empire. Through the adventures of bounty hunter Din Djarin and his ward Grogu, audiences witnessed the challenges the New Republic government faced and how support for the Empire had far from vanished from the galaxy far, far away.

GROWING PAINS

Set around five years after *Star Wars: Return of the Jedi*, *The Mandalorian* showed the galaxy in a precarious state of flux just a few years removed from a Galactic Empire brutally ruled by Emperor Palpatine. The administration fittingly named the New Republic now ran the central government on Coruscant and member worlds, but unlike the New Republic's predecessor it relied on systems to agree to sign their charter, rather than be forcibly occupied. This voluntary system left many worlds that craved independence after years of occupation on their own, including many that the Mandalorian bounty hunter Din Djarin visited during his work.

The wounds of decades of Imperial rule were still fresh for many. Former rebel shock trooper Cara Dune bristled at any mention of Imperials—understandable, as she hailed from Alderaan, a planet the Empire completely destroyed. Now a mercenary, Dune shared with Djarin that she'd spent time hunting down ex-Imperial warlords after the Battle of Endor before retiring from service. Many characters were trying to rebuild their lives post-Empire such as the Ugnaught Kuiil, who bought himself out from years of Imperial indentured servitude. Migs Mayfeld, once an Imperial sharpshooter, now worked as a mercenary, and was quick to tell people that he was never a stormtrooper.

In Season 2, "Chapter 15: The Believer," Mayfeld's emotionally charged past with the Empire also shed more light on an event described in post-*Return of the Jedi* comics and the videogame *Star Wars*: Battlefront II—Operation: Cinder, a secret plan ordered by Emperor Palatine to reign down

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IMPERIAL REMNANT

While much of the Imperial fleet and the Galactic Empire's top leaders were lost by the end of the Galactic Civil War, officers and soldiers loyal to the Empire remained throughout the galaxy.

The strength and impact of the Imperial remnant only became apparent when Gideon, a former Imperial Moff, and his battalion of troopers cornered Din Djarin, Dune, and Bounty Hunters Guild agent Greef Karga on Nevarro, determined to take control of an asset known as "the Child."

Gideon belonged to a group of Imperial loyalists called the Shadow Council that were secretly organizing a return to power, although its efforts were hampered by infighting and egos among its members. Among them were Captain Pellaeon, who believed that Grand Admiral Thrawn's imminent return would bring about a new era for the Imperial military, and Commandent Brendol Hux, who was in charge of a secret Imperial clone research initiative named Project Necromancer. Brendol's son, Armitage, would later become a top official of the Galactic Empire's successor, the First Order.

cataclysmic destruction onto multiple planets in the event of his death. On a mission to retrieve coordinates of a ship from an Imperial remnant base on Morak, Mayfeld ran into his former Imperial supervisor Valin Hess. Hess oversaw the destruction of Burnin Konn, which led to the death of thousands of his own soldiers. Appalled that Hess remained loyal to the Empire, and felt no remorse for his previous actions, Mayfeld shot the Imperial, putting his own life—and Djarin's mission—at great risk.

On the Outer Rim world Nevarro, previously occupied by the Empire, the citizens had no love lost for the oppressive regime. However, they had yet to join the New Republic as they didn't want officials from across the galaxy to interfere with their lives and choices. Worlds that tried to remain independent became havens for groups looking for a place to hide or pirate gangs, like those run by Gorian Shard, searching for easy locations to pillage.

While a sense of lawlessness reigned on several Outer Rim planets, the New Republic capital, Coruscant, was filled with many citizens who embraced the nascent government and members of its Amnesty Program—a rehabilitation initiative designed to reintegrate those who worked for the Empire back into society. Other Coruscant citizens giddily admitted they happily supported whatever system was in charge, ambivalent to what went on in the galaxy beyond their city-planet.

01 Ugnaught Kuiil (here with IG-11, right) became an early ally of Din Djarin.

02 Ex-Imperial-turned-mercenary, Migs Mayfeld.

03 Captain Carson Teva was a member of the New Republic Rangers.

"The creation of clones is your obsession, not mine."

Moff Gideon to Brendol Hux

During his travels, Djarin crossed paths with New Republic Rangers piloting X-wings formally used in the Galactic Civil War. Members such as Captain Carson Teva patrolled space looking for Imperial holdouts in the Outer Rim. Teva tried to recruit Cara Dune, sharing with her his concerns that his run-ins with Imperial loyalists were not isolated incidents and that those living in the Core Worlds were turning a blind eye to what was going on in the Outer Rim. Teva's suspicions were confirmed in Season 3, "Chapter 21: The Pirate," when his request to lend the people of Nevarro assistance fighting back a pirate gang attack was denied by his New Republic superiors.

CLONING CONTINUES

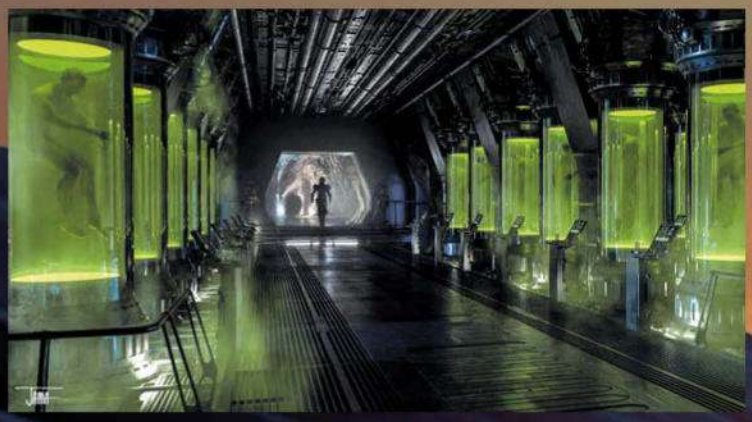
Clones have played a large role in *Star Wars,* and *The Mandalorian* took time to focus on secret cloning experiments undertaken by Imperials shortly after Emperor Palpatine took control, bridging the gap to the twisted cloning attempts made by Palpatine in his aim to return to power during the rise of the First Order in the sequel trilogy.

When Djarin rescued Grogu from Dr. Pershing's lab, its equipment displays were reminiscent of those seen in *The Bad Batch* in the Imperial Cloning Facility on Mount Tantiss run by Doctor Hemlock. Pershing proclaimed several times that the individual, or donor, must be kept alive for him to continue his experiments, and Djarin later played a recording of Pershing that confirmed it was Grogu's high midi-chlorian count that made him irreplaceable—just as Omega's m-count in *The Bad Batch* had made her a target for Hemlock.

In *The Mandalorian* Season 3, "Chapter 19: The Convert," Pershing spoke as an honored guest on Coruscant about his previous research for the Empire and his commitment to the New Republic Amnesty Program. The scientist described his experiments as trying to combine the best attributes from two donors into one clone. Pershing admitted to a New Republic parole droid that he wanted to continue his cloning research in some way, but the Amnesty Program assigned him to a menial job. This left him open to manipulation by Elia Kane, another member of the program secretly working undercover for Gideon. Her offer to help Pershing continue his experiments was merely a ruse to get him arrested and "rehabilitated" on a mind flaying device, thereby ensuring his very public promotion of cloning was silenced.

While Brendol Hux continued the work of Doctor Hemlock on Project Necromancer—a plan Palpatine had previously championed—Gideon's cloning experiments (which he denied existed to his Shadow Council cohorts) were revealed when a group of Mandalorians attacked his base on Mandalore, determined to retake their homeworld. Using Pershing's research, Gideon had been attempting to make clones of himself that included the one attribute he did not possess—a connection to the Force.

04



04 Moff Gideon's secret clones (concepot art by Jama Jurabaev.

05 Dr. Pershing believed the New Republic could benefit from his research into cloning.

06 Din Djarin's quest to return Grogu to his people led him to Ahsoka Tano.

05

THE FATE OF THE JEDI

When Din Djarin realized that Grogu had abilities he could not understand, the bounty hunter sought out a Jedi to return the child to his true clan. Djarin encountered Ahsoka Tano on the planet Corvus in Season 2, "Chapter 13: The Jedi." Tano communicated with Grogu (finally revealing his name to Djarin), but rejected the idea of training the youngling herself, sending the duo to the seeing stone on Tython to find a Jedi who would be willing to help. Tano's conversation with Djarin confirmed that the fall of the Empire had not led to a large group of Jedi coming out of hiding, and that their existence was still rare in the galaxy. Audiences also learned that Tano had concerns about the threat posed by Grand Admiral Thrawn potentially returning to the galaxy, as she sought to gain information about his whereabouts from magistrate Morgan Elsbeth.

Gideon's dark troopers abducted Grogu from the Seeing Stone, but his call for help had already been heard, leading to the return of the Jedi who had helped defeat the Empire—none other than Luke Skywalker. In 2015, *Star Wars: The Force Awakens* had revealed that Luke had later gone into self-imposed exile on the remote planet Ahch-To after his Jedi academy was destroyed by his ▶

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07

nephew Ben Solo, who had turned to the dark side. Now we began to get answers for what had happened to Luke in the intervening years. In "Chapter 6: From the Desert Comes a Stranger," an episode from *Star Wars: The Book of Boba Fett*, Din Djarin visited Skywalker's Jedi academy as it was being built on the planet Ossus, where Ahsoka Tano referred to Grogu as Luke's first student. While the scenes of him training showed the promise of Luke's new academy, Grogu's attachment and love for his father figure, Din Djarin, and decision to leave the academy to return to the Mandalorian, foreshadowed the rough road Luke would travel in his attempts to train a new generation of Jedi.

07 Ahsoka Tano and magistrate Morgan Elsbeth dueled on Corvus.

08 Luke Skywalker trained Grogu at his new Jedi academy on Ossus.

08

THE WAYS OF MANDALORE

It became obvious early on in the series that Din Djarin was different than other Mandalorian characters from previous *Star Wars* stories. He wore the familiar, iconic armor, but Djarin belonged to a sect where removing ones helmet in front of others was forbidden. In ensuing episodes, we learned more about Djarin's history and what happened to the Mandalorians between *Star Wars Rebels* and the New Republic era. The mysterious Client from Season 1, "Chapter 1: The Mandalorian" made it clear that the past had not been kind to Mandalorians when he offered Djarin bars of beskar as payment for delivering Grogu to him, suggesting that returning beskar to a Mandalorian would help return things to their natural order. This was one of many hints that things had not gone well for the people of Mandalore following Sabine Wren's exchange of the Darksaber to Bo-Katan Kryze in *Rebels* years earlier.

Not unlike the secretive supporters of the Empire, many Mandalorian coverts remained in hiding during this time period. The Armorer in Djarin's covert told him that the Imperial beskar came from the Great Purge—an event not previously referenced in a *Star Wars* story. In Season 1, "Chapter 8: Redemption," Gideon spoke of the Siege of Mandalore and the Night of a Thousand Tears (in which he had participated as an Imperial Moff) where Imperial weaponry decimated both the Mandalorian people and their homeworld.

The Darksaber—first introduced in *The Clone Wars* and later appearing in *Rebels*—continued to play a large role in Mandalorian history in *The Mandalorian*. Gideon possessed the storied weapon in the Season 1 finale, and Djarin subsequently won it from the Moff when he rescued Grogu in the Season 2 finale, "Chapter 16: The Rescue." When Djarin later sought out the remains of his former covert, still in hiding, and learned more about the myths surrounding the weapon, the Armorer revealed that while it was true that Mandalorians viewed the person who held the

SPOILS OF WAR

Many of the droids, vehicles, and weapons used during the Galactic Civil War (and even dating back to the clone wars) remained in the galaxy many years later. In Season 1, "Chapter 4: Sanctuary," raiders used abandoned Imperial weapons including an AT-ST for their own gain as Din Djarin and Cara Dune discovered on Sorgan when they defended a small krill-farming village from marauders. In Season 3, "Chapter 22: Guns for Hire" Djarin and Bo-Katan Kryze visited Plazir-15, where they were charged with resolving a crisis after reprogrammed droids—including B2 super battle droids—started to malfunction. The culprit behind the malfunctions was the planet's head of security, who remained loyal to the Separatists and Count Dooku from the days of the Clone Wars.

"The beskar belongs back in the hands of the Mandalorians."

The Client

09

10

09 Moff Gideon wielding the Darkdaber.

10 Din Djarin gave Bo-Katan Kryse the opportunity to reunite the Mandalorian clans.

11 The clan of two made Nevarro their home.

Darskaber as the rightful ruler of Mandalore, if it came into the hands of someone undeserving, who had not won it in battle, "it will be a curse unto the nation." The Armorer viewed Bo-Katan Kryze, who was gifted the Darksaber by Sabine Wren, as a cautionary tale whose poor judgment had led Mandalore to its doom.

Kryze, whom Djarin met while searching for a Jedi in Season 2, "Chapter 11: The Heiress," had a different perspective of the troubled past of her people. Attempting to save her fellow Mandalorians during the Galactic Civil War, Kryze had surrendered to Imperial troops led by Moff Gideon, giving him the Darksaber in the process. Gideon went on to betray Kryze, carrying out a bombing campaign that wiped out thousands of Mandalorians in the Great Purge of Mandalore during the Night of a Thousand Tears. The attack was believed to have rendered the planet uninhabitable. While Kryze lived with her regret over that decision, she held Mandalorians who broke away from Mandalore, such as the Children of the Watch (the Way the Armorer and Din Djarin followed), partially responsible for the fall of Mandalore, believing that Mandalorians could not have been so easily defeated had they remained united as one group.

Feelings between followers of the Children of the Watch and Bo-Katan remained prickly, but the chance to reclaim their homeworld eventually brought the two groups together, with Kryze serving as a bridge between them. After saving Djarin from a cyborg, Bo-Katan could lay claim to the Darksaber once more as she had defeated the enemy that defeated Djarin. Leading a united group of Mandalorians to Mandalore, they found another group who had also survived, isolated on the planet ever since the traumatic events of the Great Purge. Fighting alongside each other, the Mandalorian warriors destroyed Gideon's hidden Imperial base and relit the Great Forge, finally taking back their homeworld as a united people. A new age for Mandalorians was further hinted at by the appearance of a mythosaur in the living waters in the mines of Mandalore—a creature thought by many to be a fable.

As for Din Djarin and his newly adopted son, Din Grogu, it was time to take a break from adventuring and return to Nevarro, where High Magistrate Greef Karga had gifted them a humble cabin and some land to call their own. What their futures would hold, only time would tell, but at last they were in charge of their own destiny.

11

STAR WARS

THE ACOLYTE

CHARLIE BARNETT & DAFNE KEEN

The actors behind Jedi Knight Yord Fandar and Padawan Jecki Lon talk to *Insider* about their roles in the Disney+ series *Star Wars: The Acolyte*.

WORDS: THORSTEN HOFMANN AND MARC WINTER

Were you one of the Yord Horde? Did the perky-yet-wise-beyond-her-years Padawan Jecki Lon find a place in your heart the moment she appeared on screen? Were you as devastated as *Star Wars Insider* was when both characters met their untimely ends at the hands of the Stranger, in the series' devastating fifth episode, "Night"? Actors Charlie Barnett (Yord) and Dafne Keen (Jecki) shared their experiences with the official magazine shortly before the series aired.

***Star Wars Insider*: Are you excited about the new generation of viewers discovering *Star Wars* with this series?**

Dafne Keen: I hope it gets people into *Star Wars*. As a fan myself, I'm going to say it—I really love our show. I think we've done something special and really cool. It feels to me like the original trilogy but also kind of different in its own way. You could definitely watch *The Acolyte* as a standalone show.

Charlie Barnett: It is a crime drama, you know what I mean? It's about relationships and trust. And that's where our show gets into the roots of *Star Wars* set out by George Lucas. It's the humanity that connects us to [*Star Wars*], not the extreme amazingness of it. I think, ultimately, that is what will lead to more and more generations tapping into it.

How intimidating was it for you to step into the *Star Wars* galaxy in an era that was new to the screen?

DK: It was really fun, because we still had a bunch of source material that we could build upon, acting-wise, but we had so much creative liberty ▸

01 Dafne Keen as Jecki Lon (left) and Charlie Barnett as Yord Fondar (right).

with it as we got to investigate this time period that hadn't really been explored before. It was really interesting to play in the High Republic era.

CB: With all the history of *Star Wars*, we wanted [the series] to succeed at fulfilling not just the expectations of the fans, but also the lineage of fans—there are whole families that are connected to it. Having the opportunity of being able to invest in something that has so much love and connection through so many different outlets was always going to feel like a win.

Can you explain how the series challenges our perspective on the Jedi, their relationship with the Force, and their faults?

DK: What's really exciting is that *The Acolyte* questions power—who is right and who is wrong? We tell the story of different ways of tapping into the Force and how anyone can do it. That there are different sides to it. In that way, our show is much more ambiguous than previous *Star Wars* that we've seen. It's very much about questioning—questioning yourself and questioning who you trust.

CB: And what you do with that power. When the Force is laid at your feet, how do you utilize it, and when should you utilize it? Do you use the Force for your individual benefit, or do you use it within a wider scope? The cool part about the Force is that while anybody can access it, what you use it for is more of a reflection of you. Within this time period, where the Jedi are at their highest, we get to see how the ego starts to take control.

When you look back at history, you see where power has been utilized for good, for bad, and for everything in between. But when you look deeper at the people telling those stories, you realize why it can become one side versus the other.

02 Jecki Lon (Keen) and Yord (Barnett) with Jedi Master Sol (Lee Jung-jae).

03 Jedi Knight Yord Fondar (Barnett) and Osha (Amandla Stenberg) explore Khofar.

The lightsaber fights in "Night" were spectacular. Did you enjoy shooting them?

DK: The fights were really cool.

CB: So much fun. The fights were badass.

DK: I have a funny saber story to tell.

CB: About all the times you broke them? She broke many a saber…

DK: That wasn't the story I was going for. But thank you for outing me, Charlie! I broke three sabers. I was just whacking them.

CB: *Three*?!

DK: Three of them. And they're quite expensive, as you can imagine. But that wasn't the story I was going for. There's this one shot where a bunch of us Jedi line up and we pull our lightsabers out, but I'm so short that my saber

04

04 Yord (Barnett) in formal High Republic era Jedi attire.

05 Jecki Lon (Keen) aboard the Jedi ship.

05

kept hitting the ground. The prop people had to quickly make a shorter saber because the blade was too long for me. So anyway, mine was custom-sized.

Did you get to choose the color of your lightsaber?

DK: We couldn't choose the color.

CB: The color chooses you.

DK: You had a sick color, though.

CB: What I didn't know was that the color could relate to a character's personality. When our colors were assigned to us, I was really excited to learn about the history of my saber, who had been connected to it, who might be connected to it in the future? I loved that part of it. That helped influence my character too.

Now you're both a part of *Star Wars*, can you remember when you came into contact with it for the first time?

CB: My parents might have shown one of the films to me when I was a baby, but I think the first time ▸

06

06 The ill-fated Jedi Knight and Padawan.

07

THEELIN GOOD

Padawan Jecki Lon's look might seem familiar to longtime *Star Wars* fans. That's because her species is a deep cut from the Special Edition of *Star Wars: Return of the Jedi*.

"Jecki is half human, half Theelin," explains Dafne Keen. "We only saw a Theelin once in the original *Star Wars* trilogy, in Jabba's palace. As it was Leslye Headland's favorite species, she really wanted one of the characters in *The Acolyte* to be a Theelin, so I had big shoes to fill."

I remember was when I was seven and we went to see *Star Wars* in the theater one Christmas.

DK: I was seven when my dad made me watch *Star Wars: A New Hope*. We rented it at a video store back when they were still a thing. Being immediately obsessed with it, the next day I went and rented the trilogy set, watched the three of them that weekend. Then, because I'm so young, the prequels had already come out, so I immediately dived into the prequels and my mom was like "You can't watch the third one. It's too violent. You're seven!" So, I went to my friend's house and watched it there.

CB: Wait, hold on! Too violent, but you did *Logan* (2017) at… what age?

DK: Eleven (laughs). To be fair though, a seven-year-old seeing Anakin's legs being chopped off and him burning in lava…

CB: Not a lot of blood, though!

DK: No blood, that's true. So, I watched it secretly at my friend's house and became obsessed, and I dressed up as a Jedi for carnivals.

CB: Do you still have a Jedi costume in your home? Just sitting around?

DK: I don't.

08

09

CB: I do.

DK: Stop it (looks aghast at Charlie)!

CB: Yeah, for Halloween. Just hanging out. I've been waiting to wear it again.

DK: We should go to a Halloween party together!

CB: We're going to be Jedi for Halloween. We've made the decision.

07 Jecki Lon bravely duels with the Stranger (Manny Jacinto).

08 The team of Jedi face a mysterious enemy on Khofar.

09 Yord defended Osha until meeting his destiny.

"WE'RE GOING TO BE JEDI FOR HALLOWEEN. WE'VE MADE THE DECISION."
CHARLIE BARNETT

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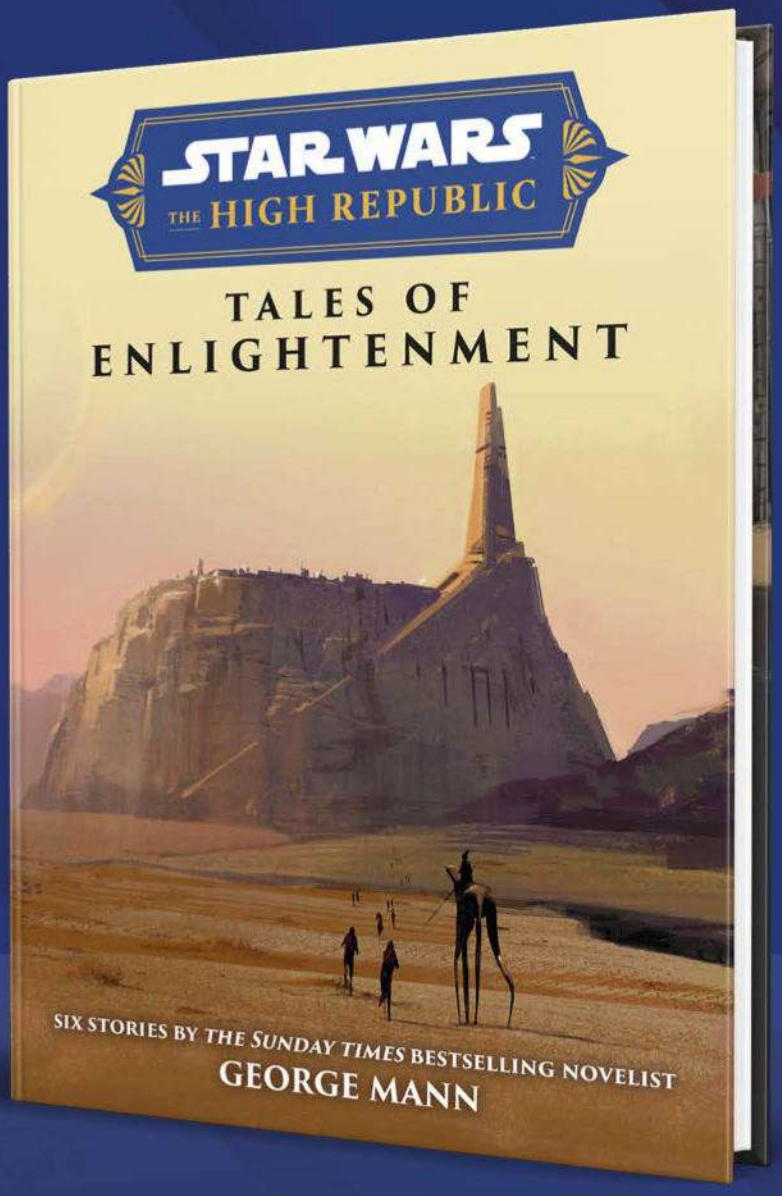

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PHANTOMS OF THE SPACE OPERA

Insider explores the darker side of _Star Wars_, from the body horror of Darth Vader to the very current fears exemplified by the droid virus known as the Scourge in Marvel Comics' _Dark Droids_ series.

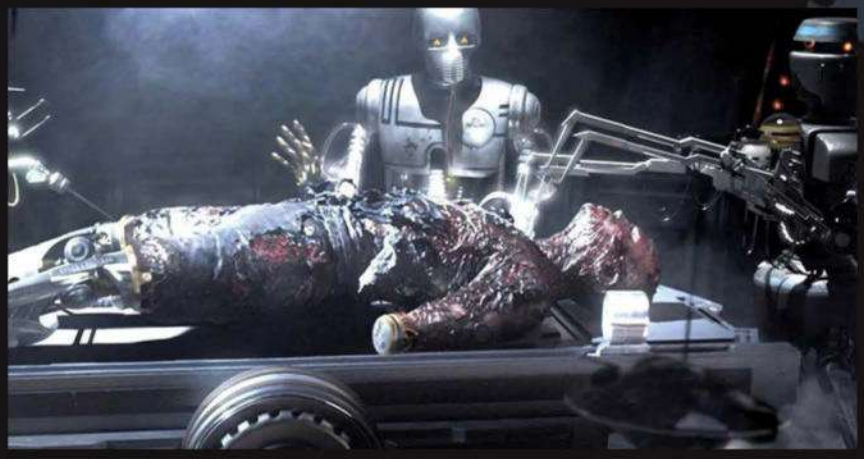
WORDS: JAMES CLARKE

The grand tradition of horror stories, whether on the big screen or in novels and comics, relies on generating unsettling emotions that overwhelm rationality and reason, with tragic results.

That definition could be seen as an almost perfect summation of the journey of Anakin Skywalker in the prequel trilogy, but you can find examples of horror imagery and dramatic beats across the saga. *Star Wars* has often taken us into the shadows, with characters besieged by nightmare encounters and monstrous visions. Its storytelling can be marked by shades of Gothic horror, where the darkest emotions are found in the ruins of the past. Scares can be emotional or physical or draw dramatic connections between the present and times long gone. Simply put, horror is integral to *Star Wars*, and if you don't believe us, read on.

ENTOMBED

When Darth Vader was revived in the tragic final scenes of *Star Wars: Revenge of the Sith*, smothered in the black life-supporting armor that kept him alive, he raged in sorrow and anger at the realization that it was his own



choices that had imprisoned him within this fusion of flesh and machine. The transformation of Anakin Skywalker into Vader tapped into a tradition of body-horror in cinema explored by the likes of filmmaker David Cronenberg, in which experiments that fuse hardware with the human form are recurrent subjects.

It's a horror movie preoccupation that can be traced back to a classic early work of literature, Mary Shelley's genre-defining novel, *Frankenstein*. The moment where Vader broke free of the operating table while the Emperor watched his creation with glee paid homage to the 1931 Universal Pictures adaptation of the tale, starring Boris Karloff as Frankenstein's monster. But unlike in Shelley's novel, where the abomination was merely a revivified cadaver with a replacement (and damaged) brain, by *Revenge of the Sith* our relationship with Anakin had already been established in two previous movies, adding a layer of personal tragedy that deepened the sense of horror.

WITCHCRAFT

A reference to the witches of William Shakespeare's *Macbeth* was as clear as a dewback on the crest of a Tatooine sand dune in the title of *Star Wars: Ahsoka* Season 1, "Part One: Toil and Trouble." Sure enough, the allusion paid off in "Part Six: Far, Far Away," in which a trio of magick-wielding women known as the Great Mothers made their mark.

Traditions relating to witches and witchcraft have existed throughout human history and have exerted a huge pull on our imaginations and cultures across many centuries. It is little wonder, then, that *Star Wars* has drawn from the cauldron of such myths to create its own variety—the Nightsisters of Dathomir. The Nightsisters, first introduced in *Star Wars: The Clone Wars*, echoed the popular depiction of witches as outsiders with strange powers, wizened, wearing flowing robes, and with ashen, skull-like faces that embodied a deathly dread. Just like Maul, they were designed to provide instant scares to the show's target audience but proved to be equally scary to adults. The Great Mothers of the Witch Kingdom of Dathmir in *Ahsoka*—Klothow, Aktropaw, and Lakesis—have close parallels to a trio of goddesses from Greek mythology known as the Moirai, or the Fates.

Conversely, the witches of Brendok in *Star Wars: The Acolyte* were a more diverse community drawn from many species and cultures, living in a secret coven that fiercely defended their independence, beliefs, and way of life. Not as confrontational as the Nightsisters of Dathomir, the fate of these witches was determined by the hubris of members of the Jedi Order.

MIND GAMES

The monstrous can be depicted in a vast array of ways, but how can a psychological horror be visualized? Sometimes a direct approach is the best (and scariest), and within *Star Wars* there is probably no better example of a horrifying idea being given form than in *The Clone Wars* Season 2, Episode 8, "Brain Invaders."

As the story goes, Geonosian brain worms seized the minds of clone troopers after an attempt to overtake the mind

of Jedi Master Luminara Unduli failed, turning them into walking zombies controlled by the alien parasites. This plot point is eerily similar to the 1956 film *Invasion of the Body Snatchers* (remade in 1978), which was in turn based on a 1954 novel by Jack Finney that explored anxieties at the time in relation to the possibility of individual freedom being controlled and contained. In the 1950s, the Cold War with the Soviet Union was raging, and such paranoia fueled a great deal of science fiction, fantasy, and horror of the period.

PORTRAIT OF EVIL

Throughout the Skywalker Saga, the corruption of evil was expressed in physical form through Sheev Palpatine, as he changed from the urbane senator of *Star Wars: The Phantom Menace* into a deathly pale, mechanically assisted wreck of a man in *Star Wars: The Rise of Skywalker*. Palpatine embodies the spirit of Gothic horror and its fascination with death and ruin—even his throne in the movie looks like a stone claw: another evocation of the Gothic horror tradition. *Star Wars* has always been rich with literary connections, and one can see Palpatine in the eponymous anti-hero of Oscar Wilde's novel *The Picture*

of Dorian Gray, in which an appealing face disguises an evil soul (not to mention the depravity of Gray's secret lifestyle). This story device centered on deceitful appearances is also evident in many of the Brothers Grimm fairy tales, such as *Hansel and Gretel*, in which an apparently kindly benefactor readies the two children for her dinner.

THE DEVIL INCARNATE

From his inception, Darth Maul was a devilish figure, and George Lucas and his art department for *The Phantom Menace* landed on a design emphasizing the Zabrak's blood-red skin and crown of horns. The horror influence for Maul partly lies in the way that his appearance evokes images of the Devil that reach back to the medieval age. Then, too, there is the oft-noted influence of Japanese culture on *Star Wars*: in this case, images of demon figures from Japanese myth and folklore are suggested by Maul's angry red face. The Sith apprentice's appearance encapsulates his violence; a trait often depicted in the horror tradition. Yet, there's also something that's engaging rather than repulsive. His mystery and prowess have an appeal. When Maul threw his hood back to reveal his face before launching into battle with Qui-Gon Jinn and Obi-Wan Kenobi, it was the first full revelation of his demonic visage that transformed him into an instant cinematic icon.

INTO DARKNESS

Horror invests places as much as people with terrifying potential, and places can symbolize the deepest human fears and insecurities. It is the job of horror to maximize this to dramatic effect. The darkness of a cave can represent those innermost terrors.

In *Star Wars: The Empire Strikes Back*, the cave on Dagobah in which Luke Skywalker faced a vision of Darth Vader was filled with the unknowns that were central to his story. Having boldly told his mentor, Yoda, before entering that, "I am not afraid," Luke experienced the amplification of all of his deepest insecurities. He let his emotions dominate, and his fears particularly, as described in the movie's screenplay: "Luke stares at the sight, wide-eyed in terror."

Horror, too, thrives on whatever personal fears the audience brings to the table.

SCREECHER'S REACH

Ghost stories are universal. They have been told around the world for generations, whether to scare children at bedtime or simply as a means of entertainment around a campfire. The traditions surrounding them lay at the dark heart of the *Star Wars: Visions* short "Screecher's Reach," which drew on Celtic lore to tell the story of a girl named Daal who discovered a haunted cave that transformed her life.

In Irish legend, the belief in the screech of a banshee foretelling the death of a loved one was given a *Star Wars* twist when the screecher resounds with the call of the Sith. Even the landscape depicted in the short was inspired by the terrain of Ireland and used a color palette of grays and blues evocative of the region to suggest a mysterious, shadowy, otherworldly quality.

ATTACK OF THE ZOMBIES

Hordes of the undead menacing beleaguered heroes have been the bread and butter of zombie movies since George A. Romero's *Night of the Living Dead* (1968). If you've played the videogame *Star Wars* Jedi: Fallen Order, you'll have faced a *Star Wars* version during tricky levels on Dathomir.

The disgusting allure of such creatures stems not just from their gruesome appearance but their mindless relentlessness, and the blurring of the boundary between the living and the dead. In *Ahsoka* Season 1, Episode 8, "The Jedi, The Witch, and The Warlord," Grand Admiral Thrawn's night troopers were an army of undead soldiers reanimated by the Great Mothers to kill Ahsoka Tano, Ezra Bridger, and Sabine Wren.

THE HAUNTED CASTLE

Steeped in the visual traditions of horror, Darth Vader's castle on Mustafar stood alone in the glowering wilderness like the Transylvanian home of Count Dracula, a lonely structure for a lonely character. The horror genre has long obsessed over the dramatic and psychological power of ancient ruins, and how they evoke a sense of doom and despair. Vader's Castle symbolizes those ideas and shows the hold that the past can have on the present. At the close of *Star Wars: Obi-Wan Kenobi*, Vader was taunted and encouraged by the Emperor to continue his relentless quest for revenge, and to pursue his son and turn him to the dark side—a way of life that is entirely a place of horror: self-absorbed, grasping, and driven by fear.

THE SCOURGE

The place of technology in relation to humanity is a fundamental theme of *Star Wars* that George Lucas sought to explore as he began mapping out his space-fantasy galaxy in the early 1970s. With the march of technological progress continuing unabated into the 21st century, today we have new fears surrounding the potential threat to humanity of emerging tools such as artificial intelligence (AI).

In the recent Marvel Comics miniseries, *Dark Droids*, the Scourge was a malevolent droid intelligence that infected other automatons like a virus, eventually developing the capability of controlling cyborgs and even organics. The concept not only addressed the terror of an uncontrollable illness—pertinent to real-life events in recent history—but also our current unease about AI, how rapidly it is proliferating, and whether it poses an existential threat to humanity. The Scourge was driven by self-interest and greed, stating that "With my hunger… nothing is ever enough. I want to know you. I want to know everything." Supreme intelligence mixed with such hunger is a force to be fearful of.

The great strength of the horror genre is that it feeds from the subjects and situations that unnerve and terrify us. These can change over time, while others are fears that have scared us for millennia. Long may it influence new *Star Wars* stories, and continue to make the galaxy far, far away a scary place.

DIANA LEE INOSANTO

Self-professed *Star Wars* fan and long-time stunt woman, choreographer, and martial arts expert, Diana Lee Inosanto reveals how Morgan Elsbeth represents the intersection of her passions, all rolled into a single character who continues to surprise her.

WORDS: TARA BENNETT

"I read the script and went, 'Oh, my gosh! They're really going to get into Morgan Elsbeth!'"

When it comes to exploring the depth and breadth of their character's arc, in Morgan Elsbeth, Diana Lee Inosanto certainly has bragging rights to one of the least traditional paths of discovery.

In 2020, Inosanto was cast by Dave Filoni in *Star Wars: The Mandalorian*'s Season 2 episode, "Chapter 13: The Jedi," as the Imperial Magistrate of Calodan. Within the narrative, Filoni crafted a scenario that brought together former Jedi Ahsoka Tano (Rosario Dawson) and Morgan Elsbeth, an ardent follower of Grand Admiral Thrawn. The two threw down in the first live-action *Star Wars* battle between two women, with Tano using her lightsaber blades versus Elsbeth's beskar spear. Tano was the ultimate victor, but that wouldn't be the last we saw of the enigmatic and dangerous magistrate.

"Ahsoka is a treasured character for Dave Filoni because he created her with George Lucas, and it's the same thing with Morgan," Inosanto says of her appreciation for her character's creative origins. "It's very important that I'm on the same page with him as far as executing Morgan Elsbeth. With her relationships with people, her goals, her approach, even her way of communication, and where she would be at any given time in the timeline of this *Star Wars* journey. I want to make sure that I honor everything that Dave Filoni has written about this character."

Filoni brought Elsbeth back as a major antagonist in Season 1 of *Star Wars: Ahsoka*, in which she continued to serve Grand Admiral Thrawn (Lars Mikkelsen) and was revealed to be one of the last surviving Nightsister witches of Dathomir. So, not only a formidable player in the Empire, but also directly tied to those enigmatic wielders of dark magicks that haunt the lore of the galaxy.

In their second and final battle in *Ahsoka* "Part 8: The Jedi, the Witch, and the Warlord," Tano vanquishes Elsbeth once and for all, but Inosanto's *Star Wars* story didn't end there either. Once again, Filoni brought back the actor to voice Elsbeth Morgan in the animated anthology series, *Star Wars: Tales of the Empire*, which revealed important chapters in the character's tragic past.

The Magistrate and Her Gunslinger

When Filoni wrote his showdown scenario on Calodan for Ahsoka Tano against the outpost's corrupt and despotic magistrate in *The Mandalorian*, it was in keeping with the show's core Western themes. Elsbeth and her gritty enforcer Lang (Michael Biehn) were the villains that Tano needed to bring down to free the town from oppression. Aware that anyone cast to credibly go up against Ahsoka in battle would need to be formidable in their own right, Filoni looked to Inosanto to deliver the goods as an actor and stunt fighter.

But what did Filoni share with her at the time about Elsbeth's back story? As it turns out, not much. From her own fandom, Inosanto says she knew Thrawn from watching *Star Wars Rebels* with her kids. So, she took it upon herself to read author Timothy Zahn's *Thrawn* novels that reveal the definitive origin story of the character.

"Zahn really lays out brilliantly how the people that Thrawn tends to have in his circle have a lot of common characteristics," Inosanto explains. "I thought that therefore Elsbeth must also have the same sort of characteristics, the same kind of approach, and most importantly, absolute loyalty." The actress infused those principals into Elsbeth's refusal to sell him out to Tano. And she also looked to Filoni's creation of these two women who couldn't be more different.

"I saw a comparison between Elsbeth and Ahsoka because she had also seen a lot of chaos and violence," Inosanto says of the former Jedi. "It's fascinating to me how she made a choice to still walk the path of being a force for good. Whereas with Morgan, to survive she just had to hold it in and wear this ▸

01

"I want to make sure that I honor everything that Dave Filoni has written about this character."

02

armor of anger. That's why I love the line, 'My anger gives me strength.' That's the only thing she knows in order to stay alive."

Morgan's Fate

When called back to play Elsbeth in the first season of *Ahsoka*, Inosanto says she was able to piece together a bit more of her character from the scripts and some details gleaned from series creator Filoni. "Maybe a little bit of background that she understood how to manipulate metals and thus, she was quite the engineer," Inosanto says of specifics. "When you get to help build the Imperial Navy, that's pretty impressive. And that she had an incredible mind, for sure. But then it was really fascinating when he told me she was a Nightsister."

Not a small tidbit to throw out there, but Inosanto confirms she didn't get much more than what was revealed on the script pages. And that by the season finale, Elsbeth was going to die. Inosanto said she found that out when the cast did Zoom table reads of the script during the pandemic. But Filoni did drop her some hope.

"Dave made some kind of comment, like, 'We're going to do something with her in animation, so you can go to work in your sweatpants,' which was kind of hysterical," the actress laughs. "I'd forgotten about that at the time because my focus was on *Ahsoka*. So, when I later got a call confirming that I really was going to be working on this animation project, I didn't know what that would entail."

Dovetailing with the end of her work on *Ahsoka*, Inosanto says it wasn't until she got the scripts for *Tales of the Empire* that she finally understood that Filoni wasn't done telling Morgan Elsbeth's story. In the mini episodes, "The Path of Fear," "The Path of Anger," and "The Path of Hate," a much clearer picture of Elsbeth's motivations were finally presented.

"I read the script and went, 'Oh, my gosh! They're really going to get into Morgan Elsbeth!'" the actor recalls. "For those three episodes, they made her front and center so [we'd gain] an understanding of why she was wired the way she was. You see this whole other side of her where she was vulnerable, and had the ability to feel connection and love with her people and her mom."

Speaking of Elsbeth's mom, "The Path of Fear" episode is all about

01 Elsbeth and Ahsoka Tano's first encounter on Corvus.

02 The former magistrate faced trial by the New Republic, but was liberated by forces loyal to the Empire.

04 General Grievous was responsible for the slaughter of Elsbeth's people.

03

04

portraying General Grievous and the Separatist droid army's massacre of the Nightsisters of Dathomir, including young Morgan's mother, Selena. Instead of bringing in another actress for that episode, Inosanto says they asked her to voice her character's mother, an opportunity she cherished. "I thought it was great because it gave me a chance to do a different voice, like a whiskey, tenor voice," she says. "But I also thought, she is Morgan's role model for being a woman warrior."

Getting to voice the moment that shatters Elsbeth's world and turn her into the dark and vengeful character that Inosanto had already established was a unique full-circle opportunity. "I watched the episodes with the Lucasfilm Animation team and I was in tears," she says of the experience. "Once that sequence was done, I was like, 'Oh, my God!' It just took my breath away. And it informs the character even when you get to *Ahsoka*, when Elsbeth says to Shin Hati (Ivanna Sakhno), 'I'm a survivor,' suddenly it makes sense. It ties it all together. She really, truly is a survivor."

04 Morgan Elsbeth's troubled past was revealed in *Tales of the Empire*.

05 Unlocking the map to Peridea, and Grand Admiral Thrawn's location.

The Dark Path of the Nightsister

Of the three *Tales* episodes, Inosanto says that "The Path of Anger" finally showed her why Elsbeth serves Thrawn without question. "We get to see what he sees in her, and how he tests her," she says. "And I thought that was so exciting because I'd wondered in the back of my mind, "How did they meet?" And ▶

05

MORGAN ELSBETH: LIFE IN THE DARK

Born on Dathomir, Morgan Elsbeth was a member of the Nightsisters, a coven of witches whose powers combined the Force with dark magick. Her hard heart was forged during the Clone Wars when her people were slaughtered by General Grievous and Separatist battle droids, leading Elsbeth to channel her thirst for vengeance into an appetite for power.

Her engineering prowess brought her wealth as she helped the Empire in its construction of a formidable navy, and she became magistrate of Corvus, a poor farming world that she transformed into a profitable industrial hub on the backs of a peasant workforce who grew to despise her.

Through it all, her desire to resurrect her Dathomir sisterhood drove her forward, in the face of Imperial indifference and the rising hatred of the people of Corvus. It was Grand Admiral Thrawn who recognized the power of her heritage could be of use and he offered her his protection from those who stood against her. In return, Elsbeth became one of Thrawn's most ardent supporters, and she worked tirelessly to return him from exile in another galaxy.

Elsbeth died on Peridea, the original homeworld of her people, at the hands of Ahsoka Tano, but not before being rewarded with the Gift of Shadow and the Blade of Talzin.

06

"At least Thrawn believed in her and saw something in her."

now it makes sense, her loyalty to him, because they were both sort of outsiders from these different worlds. As you can see, she wasn't getting much respect from anybody else in the Empire apart from Thrawn. And it's extremely validating for her."

Last but not least, Inosanto says "The Path of Hate" clarified the bitterness that festered inside of Elsbeth despite Thrawn's esteem for her. In her role as Magistrate of Corvus, locals like Wing (Wing T. Chao) had turned on her, so she had become ever more isolated and petty, burning down the forest so they couldn't harvest them anymore.

"I think she just thought, 'Look how you guys treated me. I was trying to make something of your planet, and you guys said no thank you!' she suggests. "Elsbeth felt like no matter what she did, these are not my people, so what's the point? At least Thrawn believed in her and saw something in her, so she was going to stay on that path. But it led to her emotional isolation and feeling like an outsider again, and a loner. It drove her even more to take the path she'd taken when we met her in *The Mandalorian*. It makes complete sense."

Dathomir Debates

If you're wondering if *Tales of the Empire* represents the *final*, final chapter in Morgan Elsbeth's story, Diana Lee Inosanto is wondering too.

"I haven't heard anything," she shares. "But I do find it fascinating that I can actually put on my resumé that I've done two voices now for the Lucasfilm Animation team. And I do love these characters, I really do."

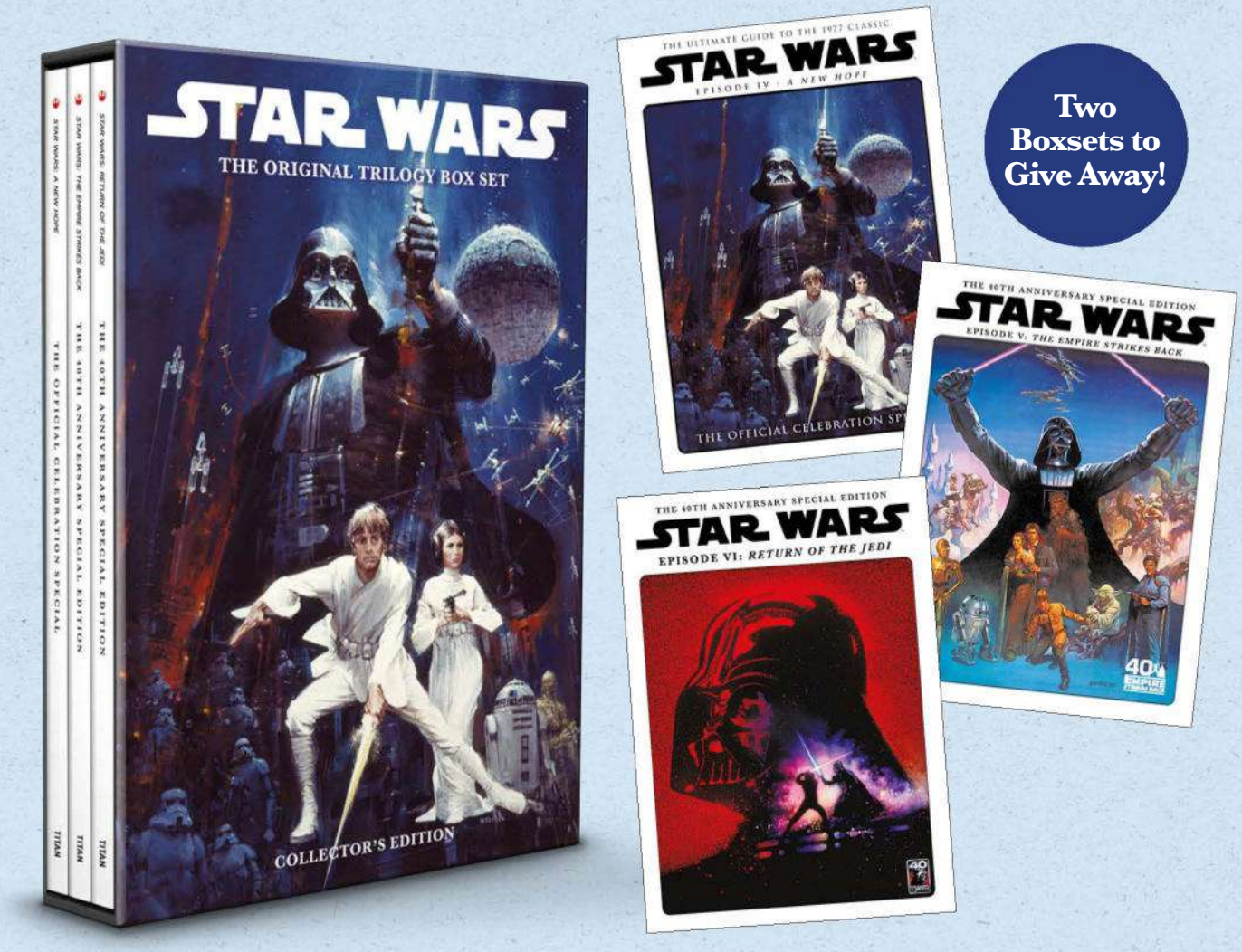
But she's put plenty of thought into where else Morgan Elsbeth might have intersected with major players in the *Star Wars* galaxy. "I read Timothy Zahn's *Thrawn: Alliances* with Darth Vader and Thrawn, and now I'm so fascinated by that period in time," she offers. "I'm absolutely intrigued by how those two might have been in the same room? Were they competitive with each other in some really unique, subtle way, as far as being the main people under Palpatine?" She wonders what Elsbeth might have observed?

Inosanto is just as curious about Dathomir culture and how the Force can be utilized either for good or for evil. "It seems like on Dathomir there's this weird, interesting blend," she ponders. "And I also think about what Sam Witwer has done with Maul. I loved his portrayal in animation with his voice. I just think there's something interesting there, like I still want to know would a young Morgan have known of Maul or Asajj Ventress? I have all kinds of questions."

07

06 Elsbeth (Inosanto) and Tano (Rosario Dawson) fought to the death on Peridea.

07 The Great Mothers Klothow, Aktropaw, and Lakesis bestowed new powers on Elsbeth.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To be in with a chance of winning a boxset, just send us the correct answer to this *Star Wars* trivia question:

On which day did *Star Wars: A New Hope* premiere in the U.S. in 1977?

A. Memorial Day
B. May 4
C. May 25

Send your answer via email to **insidercomp@titanemail.com** or our usual postal address (see 'Contact Us' on page 3), marked "OT BOXSET" by September 20, 2024. Terms and conditions are available at titanmagazines.com
May the Force be with you!

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01 The LEGO *Star Wars* Jabba's Sail Barge.

02 Concept art by Ralph McQuarrie for *Star Wars: Return of the Jedi*.

03 Jabba's sail barge as seen in the movie.

MAKE SAIL

ALL ABOARD THE LEGO® *STAR WARS* ULTIMATE COLLECTOR'S SERIES JABBA'S SAIL BARGE™

Docking at toy stores this fall, the LEGO® *Star Wars* Ultimate Collector's Series (UCS) Jabba's Sail Barge is the flagship set of the Danish toymaker's celebration of the 25th anniversary of the range. LEGO designer César Carvalhosa Soares points out the vehicle's many highlights to *Star Wars Insider*.

WORDS: CHRISTOPHER COOPER

01

02

03

Perhaps the most memorable of the vehicles that debuted in *Star Wars: Return of the Jedi*, Jabba the Hutt's luxurious sail barge, with its striking silhouette and labyrinthine interior of hidden nooks and crannies, was an obvious choice for the team at LEGO to develop as an Ultimate Collectors Series (UCS) set, as LEGO Group designer César Carvalhosa Soares explains.

04 The sail barge has removable panels for playability.

05 The designer added a prison cell to the interior.

06 The C-3PO and R2-D2 minifigures include new body prints.

05

Star Wars Insider: Can you define what distinguishes the Ultimate Collector's Series from regular LEGO® *Star Wars* sets, and what inspired the genesis of this high-end range?

César Carvalhosa Soares: The UCS line is more focused on "display ability." This means that they are usually highly detailed models, where accuracy, correct proportions, and faithfulness to their on-screen counterpart is the main goal. The idea behind the UCS range originated from the idea of wanting to cater for more experienced fans who enjoy these characteristics.

Of the LEGO *Star Wars* 25th anniversary sets that came out in 2024, what led you to Jabba's sail barge as the "crowning glory" of these releases?

Jabba's sail barge is one of the most iconic vehicles from the original trilogy and one that has never received the UCS treatment. We made the sail barge as a playset a few years ago, but the model didn't have this size or level of detail. So, we thought that this was the perfect opportunity to bring it back, just over 40 years since the release of *Return of the Jedi*.

06

What features, scenes, and other elements seen in *Return of the Jedi* did you most want to bring to the sail barge set?

Besides being large and impressive as a display piece, we also wanted to depict as much of the interior as possible with plenty of details. That's why we added a cockpit, a kitchen (Jabba likes to eat a lot!), Jabba's room, and we could not forget Max Rebo and his red ball jett organ keyboard. On top of this, there is also a lot happening on the top deck during the movie and this model features the rotating cannon that Leia uses, opening hatches and blasters on the rails.

How did you iterate the set design to achieve a balance between accuracy of dimensions and playability, and how much does difficulty of build play into those decisions?

We used a lot of reference images and screenshots from the movie to try and get a good balance between the size and all the features we wanted to add to it. I must

have made at least 10 different iterations of the model until I got something that we believed could work! Being so big and detailed, the structural part of the model needed to be made very sturdy from the start. While we wanted to make it accurate and impressive, we also needed to pay attention to the build complexity and its overall stability. These models are always challenging to build but that doesn't need to be a dreadful thing. Fans enjoy the challenge, and the result can be very satisfying! So, we take this into consideration when we design any UCS model.

07 Max Rebo entertains the Jabba minifigure.

08 The Barada minifigure.

09 The UCS range is aimed primarily at adults.

10 More of Jabba's henchmen, Nikto and Klaatu.

What influenced the selection of LEGO® minifigures in this set, and are there any new versions of previous minifigures?

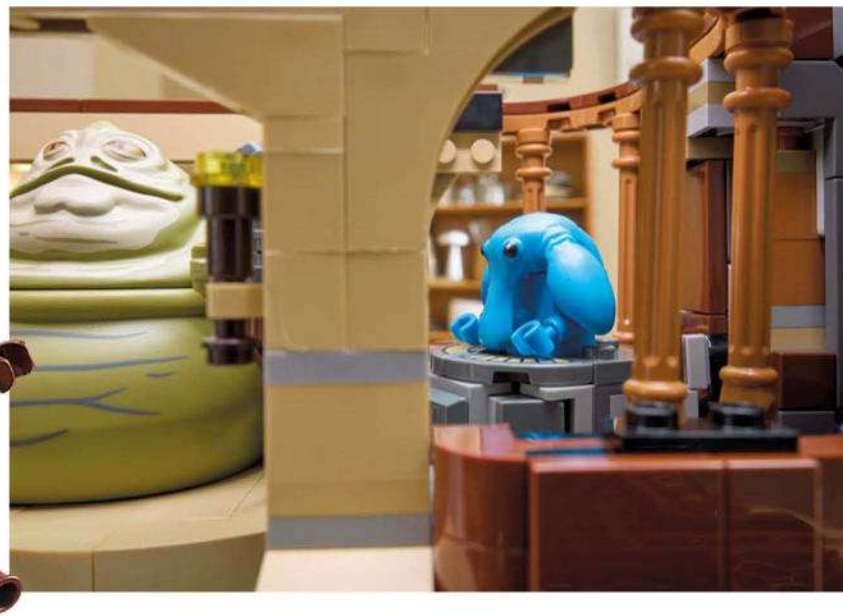
Some of the minifigures for this set were a "must have" to be included—you can't have a Jabba's sail barge without Jabba, right? And we wanted to pick a mix between never-made-before minifigures and new versions of others, which we worked closely with our Graphic Design department on to bring them to life.

Can you guide us through the highlights of the set, and point out areas that you're particularly proud of, or that proved to be a challenge?

The interior fills the entire length of the sail barge. From front to back we have a cockpit with lots of control panels and two seats for piloting, and behind this there is a prison cell and some stairs that lead to the top deck. Next, we have the kitchen, filled with drawers, counters, accessories, and different food items. Jabba's room is next, and it features a bed for him to relax and a couple of paintings and decoration elements. Finally, at the back, there is a place for Max Rebo and his keyboard.

The entire top deck also has several features like hatches and stairs, cannons and blasters, and, of course, the huge textile sails that give the barge the iconic silhouette, which can be easily removed to allow for better play accessibility.

07



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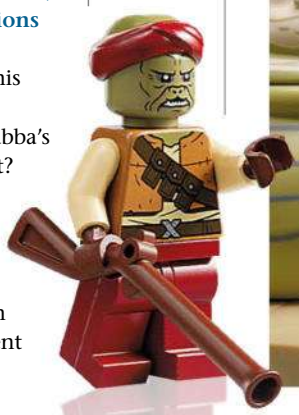
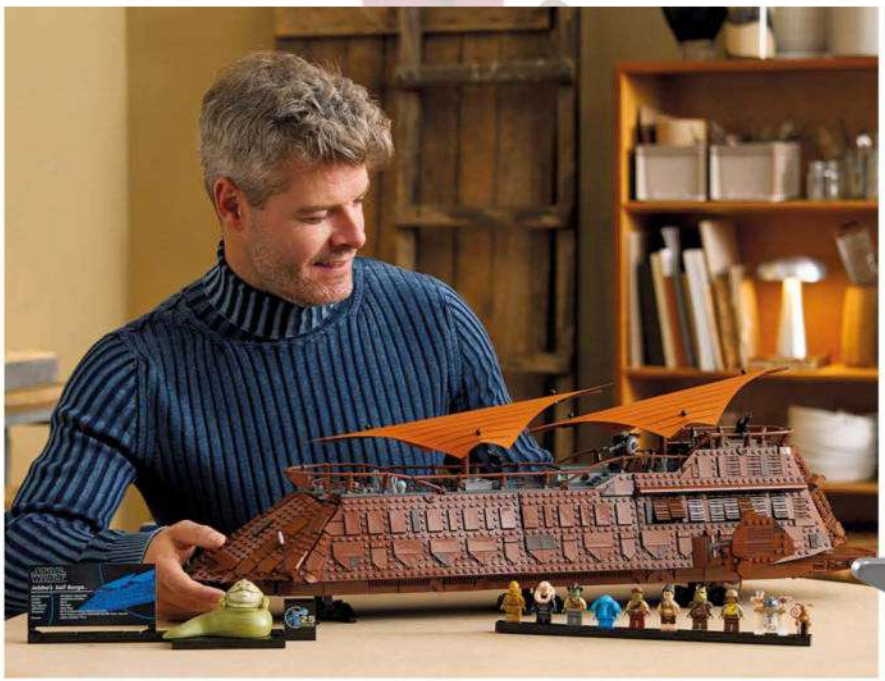




09

The side panels all open, revealing the interior, and allowing for better access and another way of displaying the model. And there are a couple of Easter eggs in the model, which we look forward to the fans finding for themselves when they build it!

10

SAIL BARGE STATS

Substantially larger and more detailed than the 2006 and 2013 LEGO® *Star Wars* Jabba's Sail Barge sets, the new UCS version boasts a whopping 3942 pieces!

SET 75397

3942 Pieces
Released 2024
Minifigures: Jabba the Hutt, Bib Fortuna, Salacious B. Crumb, C-3PO, R2-D2 (with drinks tray), Princess Leia, Max Rebo, Klaatu, Nikto, Barada, and a Gamorrean guard.

SET 75020

850 Pieces
Released 2013 (Retired)
Minifigures: Jabba the Hutt, R2-D2, Princess Leia, Max Rebo, Weequay, and Ree-Yees.

SET 6210

781 Pieces
Released 2006 (Retired)
Minifigures: Jabba the Hutt, Princess Leia, Han Solo, R2-D2, Boba Fett, Lando Calrissian, Luke Skywalker, and a Gamorrean guard.

11

12

"YOU CAN'T HAVE A JABBA'S SAIL BARGE WITHOUT JABBA, RIGHT?"

11 Jabba was an essential inclusion.

12 The Desert Skiff & Sarlacc Pit set 75396 is a neat companion piece.

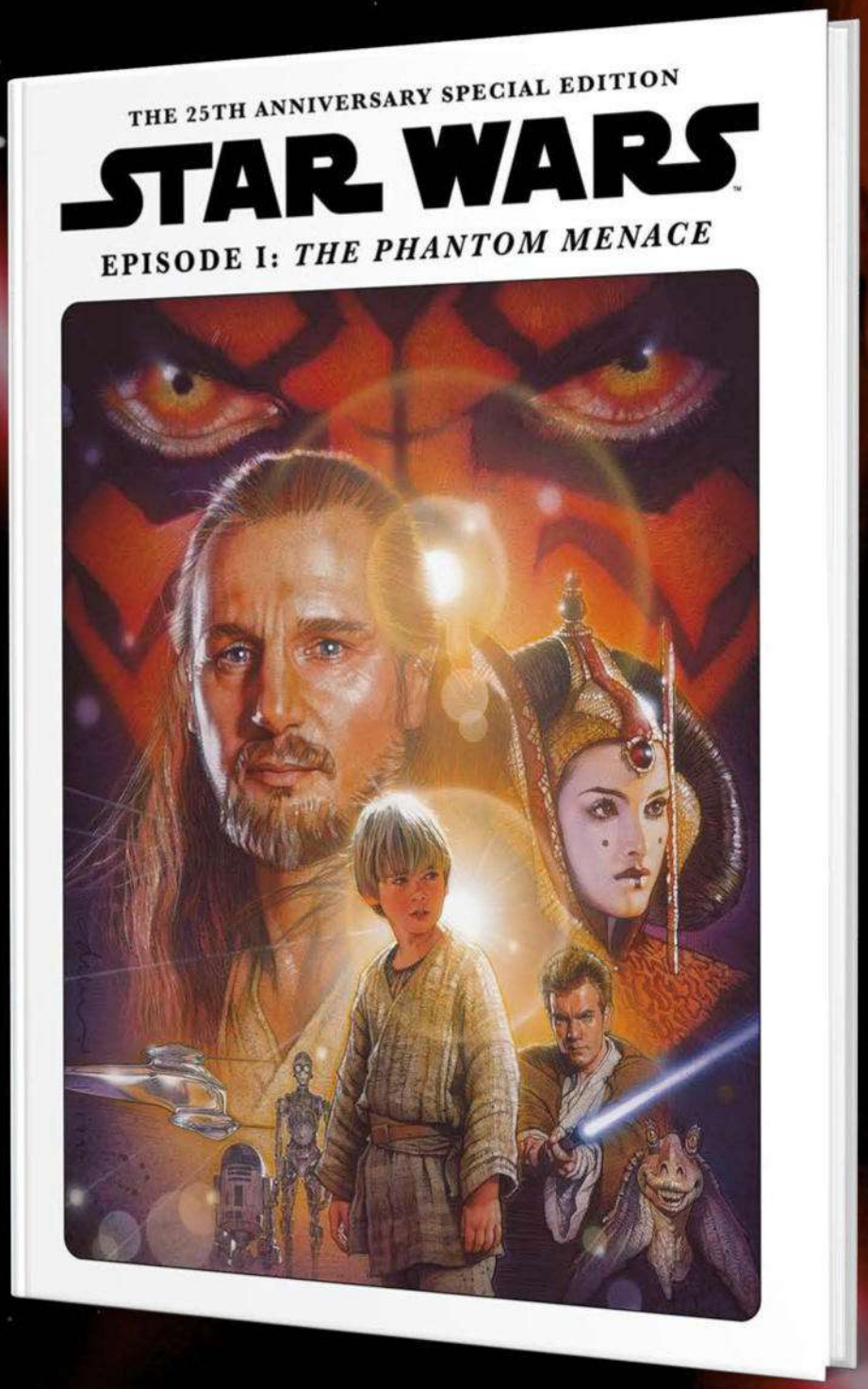
13 A selection of minifigures from the set.

Are there elements where LEGO's artistic license was brought to bear?
In the movie we only see a small part of the interior—for instance, we never saw a kitchen so we decided to include one, as it would make sense that the sail barge had a kitchen. The same thing happens with the prison cell: we don't see one in the movie, but we thought it would be fun to include one!

Can you offer any hints as to where the USC range might take fans next?
All I can tell you we hope the UCS line will continue to deliver highly detailed and amazing models for years to come!

13

CELEBRATE 25 YEARS SINCE THE RELEASE OF *STAR WARS: THE PHANTOM MENACE*!



Return to 1999 and relive the global excitement ahead of the release of the first of the *Star Wars* prequels! Lavishly illustrated with stunning photography, art from the Lucasfilm Image Archives, and vintage interviews from the cast and crew!

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THE BOOK OF BEASTS

Meet S.T. Bende and Iris Compiet, the animal-loving writer and acclaimed artist behind *Star Wars Bestiary, Volume 1: Creatures of the Galaxy*, the spellbinding new compendium of *Star Wars* wildlife.

WORDS: MELISSA T. MILLER

01 Pages from Iris Compiet's sketchbooks for *Star Wars Bestiary, Volume1: Creatures of the Galaxy*.

02

02 A sleeping Loth-cat by Iris Compiet.

The galaxy far, far away is populated not only by sentient beings, but with hundreds of cute critters, creatures and beasts. *The Star Wars Bestiary, Volume 1: Creatures of the Galaxy* is a fascinating and beautiful new book that provides insights into the lives and habitats of some of those fantastical beings, and *Insider* recently spoke with the writer and artist team behind it—author S.T. Bende and illustrator Iris Compiet—to learn more about the project and their inspirations.

"The editor and I started trying to build a comprehensive list, and I think we came up with about 400 creatures!"
S.T. Bende

***Star Wars Insider*: What does *Star Wars* mean to you?**

Iris Compiet: It is my youth. My father and two older brothers loved anything science fiction and fantasy, so I grew up with *Star Wars*. I really enjoy the mythology and lore, and I especially liked the creatures. They're totally my jam.

S.T. Bende: I am a late bloomer. I didn't come to *Star Wars* until I was an adult, but I leaned in hard and really got into it, watching all of the movies and the animated features; I then started going to *Star Wars* Celebration events. I love the big, overarching theme of "found family" that so many *Star Wars* stories have. You may not be born into the family you were hoping for, but you can build it along the way with your friends, or your teachers, or the people who you meet, like my lovely artist friend Iris. I think that's a huge message that kids need to hear. You are able to create what you want for your life and, as Qui-Gon Jinn said, "Your focus determines your reality." That's my favorite line in all of *Star Wars*. I truly believe that you can create an amazing life with amazing people.

03 Compiet's sketch of a wampa ice creature.

03

How did this project come about?

IC: For me, it began after my book *Faeries of the Faultlines* came out and I was contacted by Insight Editions asking if I wanted to illustrate *The Dark Crystal Bestiary*. Brian Froud (the concept designer on Jim Henson's 1982 movie, *The Dark Crystal*) himself had said, "This is the illustrator to work with." From that, I went on to work with S.T. on the *Labyrinth Bestiary*, which led us to *Star Wars*.

STB: The *Labyrinth Bestiary* was so much fun, and the idea came along to create a similar vibe for a *Star Wars* book. The editor and I started trying to build a comprehensive list, and I think we came up with about 400 creatures! From that long list, we cut it down to roughly 130.

IC: While I was working on initial sketches for the book, new shows were coming out on Disney +, so we had to consider including creatures from them, such as the mythosaur from *The Mandalorian*?"

This is volume one, so perhaps those can be in the next book?! Tell us about the in-universe creator of this bestiary.

STB: There is this organization called the Galactic Society of Creature Enthusiasts, that was first introduced in the YouTube animated series *Star Wars: Galaxy of Creatures*. It has different divisions, so we invented a new vocation in the *Star Wars* galaxy, and developed a backstory for our narrator, Ardis San Tekka, who is a creature cartographer. She goes out to all these different systems and studies the animals then writes up summaries of what she observes. And she's an artist, so she sketches them as well. She has this safari droid named B8-T5 and calls him "Bait." Bait lures creatures out of hiding, which is a task he doesn't always love!

Iris, how did you approach the artwork, as the book is a field guide but also a sketchbook?

IC: Everything in the book was done traditionally, so it's all paint or pencils on paper. There is no digital work whatsoever. That meant starting over again when I had to do any revisions. I think I sent in about 1,200 pieces of art. I usually had two screens up, one with reference images and one with a movie or whatever, and I'd continually press pause so I could sketch. And then when I needed to have a little bit more information, like what a creature does and how it might react to something, I would read manuscripts coming in from S.T. Her words really made everything come alive.

STB: I learned from the *Labyrinth* book to always sit down before opening a delivery from Iris, because every time I opened a file from her, I fell down—it was that amazing. Her work is so gorgeous, it's like a love letter to *Star Wars*. I told Iris throughout the whole process, "I am so excited as a fan that you are doing this book, because this is *exactly* the kind of book I would love to have." Getting to collaborate with her again was a dream come true for me, because she is an artistic genius. I love to interact with her and get sneak peeks at what she's

FAVORITE ANIMALS

Author S.T. Bende and illustrator Iris Compiet share a love and affinity for the natural world that is reflected in *Star Wars Bestiary*. Which real-life animals inspire them?

"I love dogs and dolphins," reveals S.T. Bende. "They both bring so much joy and love everywhere they go. They appear to be masters at living in the moment, and genuinely appreciating being exactly where they are."

Iris Compiet, on the other hand, looks to more obscure critters. "I love all the weird creatures that barely make sense," she says. "Like the platypus, the sloth, the naked mole rat, the potoo, and goblin shark. It's the weird ones are incredible inspirations for me as an artist."

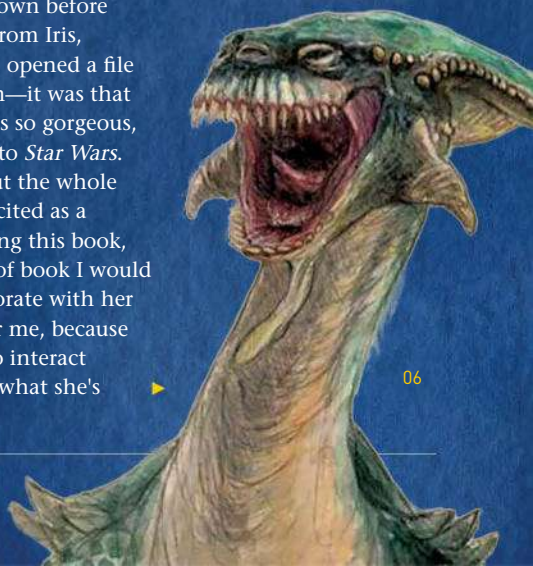
04

05

04 A spread from *Star Wars Bestiary, Volume 1: Creatures of the Galaxy.*

05 S.T. Bende (right) encountering Chewbacca at *Star Wars: Galaxy's Edge.*

06 Fierce creatures such as the acklay feature in the book.



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"People should pause the end credits and read every single name. They are the ones who make it seem all so real."

Iris Compiet

07 Bantha, rancor, and ice spider sketches by Compiet.

08 Banthas were the first species Compiet worked on for *Star Wars Bestiary, Volume 1.*

08

creating. I'm just so grateful that everyone's going to benefit from her love for *Star Wars* with something they can hold onto.

What was the hardest animal to work on?

IC: The vulptex, or crystal fox, from Crait is an absolute nightmare to paint traditionally. I'm just happy that I didn't have to make revisions on the toughest creatures.

STB: In terms of the text, most creatures had enough of a base in existing lore to work from, or enough similarity to a real-world creature that I could produce something pretty easily for them. Others, like the scalefish, there was very little about them to draw from, and what there was essentially said the same thing about each fish. So, creating something slightly different for each of those was probably the toughest for me.

Do you have a favorite creature?

IC: The banthas! That was actually the first one I drew when I began working on this project. And I started very enthusiastically. I was so naive. I sketched them in many different situations. And then I was like, "Oh, I have 130 more animals to do." I love the blurrgs. They are the weirdest things ever, and so much fun to draw: they're essentially fish-like blobs on two legs with short, Tyrannosaurus Rex arms.

STB: *The Empire Strikes Back* is my favorite of the films, but *Star Wars Rebels* is my favorite *Star Wars* anything. Getting to write about tauntauns was really fun because that was a nod to my favorite movie, but getting to write about the purrgil was really special. I remember being awed by the concept of space whales, which was so different from anything we had seen in *Star Wars* before, and anything I had imagined anyone could come up with. It was a personal connection to the real-world creatures that I love so much, so it was really neat to see them in the galaxy far, far away. And then, of course, when they came back in *Ahsoka,* that blew my mind. Now

SPOOKY CRITTERS

There are plenty of monsters and creepy crawlies from the galaxy far, far away that feature in the *Star Wars Bestiary.* Which ones scare S.T. Bende and Iris Compiet the most?

"As a child, I found the rancor scary," admits Compiet. "I drew one with a limb hanging from its mouth for the book, but it was too gory to go in, although I did paint the wampa with a lot of blood and carcasses everywhere. The ice spiders are quite creepy."

"They are just too much! My least favorite creature ever," Bende says of the hideous creatures seen in *The Mandalorian.* "The wyyyschokks from *The Bad Batch* are even scarier. There's a whole episode with them, and it is nightmare fuel—in a very artistic, wonderful way!"

they're in the Disney Parks in *Star Tours*, so I even got to ride with a purrgil for the first time!

Tell us more about your personal connections with animals. What did you use as inspiration?

STB: I used to work with marine mammals, so I was able to draw upon that experience, especially with the purrgil and the aiwhas from Kamino. The knowledge I gained was really helpful in filling in a lot of gaps for this project. And of course we had Terryl Whitlatch's amazing book, *The Wildlife of Star Wars: A Field Guide*.

IC: That is just the most amazing book. Terryl has been an inspiration. Without her, so many of these creatures may never have seen the light of day.

Whenever I'm working on creature designs, I always reference Earth animals to keep them grounded, so I'm always sketching in zoos and places like that. Truth be told, if you look at animals on land or in the sea, Mother Nature is the best creature designer. There is some weird stuff out there that is a gold mine to work with. You can mix and match to create something unique, and I think that's why the diversity of *Star Wars* creatures can be so endless.

STB: Doug Chiang has a really great quote. During one interview, he talked about the *Star Wars* formula—you need to be 80 percent based on the real world and then 20 percent with *Star Wars* adjustments. Even in creatures, you're looking at a large portion that is realistic.

I borrowed from my different animal experiences to throw in some fun stories for Bait's adventures. We had this fun game with one dolphin I used to work with where I would throw a ball and he would jump up and catch it. Then, he would swim back to where I was and dive down, releasing the ball under the water so it would fly up and I could catch it. I had the purrgil play a similar game with Bait—he throws a space rock at them, and they swat it back with one of their tentacles. There was also a little elephant I'd meet walking around with his trainers and he would reach out and hold your hand, so I had Bait talk about how banthas would take the hands of whoever they were with and lead them around and introduce them.

09 A convor, as illustrated by Iris Compiet.

Star Wars creatures are realized in so many mediums. Was it difficult combining those and adding in your own aesthetic?

IC: That was never on my mind. I don't see them as animated or a puppet or whatever. All these creatures are real to me when I work with them. Absolutely real.

Do you think you'll be able to watch _Star Wars_ in the future and not just focus on the creatures?

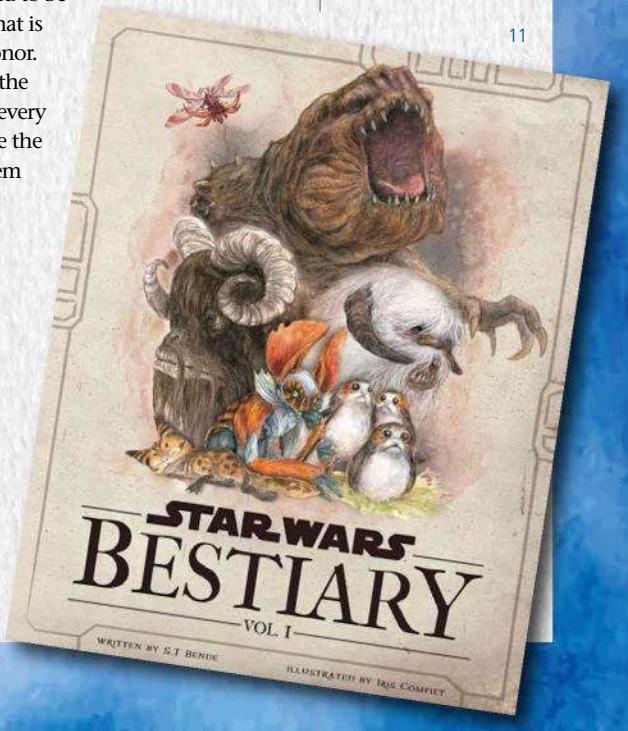
IC: I've never been able to watch *Star Wars* and *not* focus on the creatures. That's what I've always done. I love the stories, I love everything about it, but for me, it's all about the creatures. There are always things happening in the background, and that's the fun that makes a world. But for now, after a year of working on this project, I'll take a bit of a break for the next couple of months.

STB: This book was just so special. We're both such huge animal lovers that this was a dream project, because we got to take our love of *Star Wars* and our love of creatures and write this unique compendium. This has been my favorite project that I've ever worked on, because it has taken in so many things that I love, including creating with Iris, and brought them together. I'm really grateful we got to do it.

IC: All credit goes to the artists designing the *Star Wars* galaxy. They are the people who have shaped this space. And to be a teeny tiny part of that is just a tremendous honor. People should pause the end credits and read every single name. They are the ones who make it seem all so real.

10 S.T. Bende called upon her marine experience when writing about the purrgil.

11 *Star Wars Bestiary, Volume1: Creatures of the Galaxy* is on sale November 5, 2024.



Season Three Companion

Over the span of three seasons, the adventures of Clone Force 99—a.k.a. the Bad Batch—took them from a military unit out of place under a new regime to a family unit that would fight for each other to the bitter end. Not everyone made it out alive, but in the end Omega (Michelle Ang), Hunter, Wrecker, Crosshair, and Echo (Dee Bradley Baker) were finally free to choose their own paths. *Insider* revisits the events of *Star Wars: The Bad Batch*'s third and final season.

REPORTER: TARA BENNETT **SYNOPSIS:** JAY STOBIE

"As a fan, I had always asked myself, 'What happened to the clones after the war?'" says Jennifer Corbett, executive producer and head writer of *Star Wars: The Bad Batch*. "In the third season, we wanted to lean into the veteran aspect, what that might look like in the *Star Wars* galaxy, and how the Batch were affected by it. Even though they weren't with the Empire, and they were not a part of it, they were still clones and those serving the Empire were still their brothers. We wanted to make our story as personal as it could possibly be for our characters."

The eventual fate of the Batch was revealed in the closing scenes of the series finale, "The Cavalry Has Arrived," in which the heroes retired to their new home on Pabu island, along with former Clone cadets and the children they'd liberated from the Empire. They had found peace after a lifetime of war, and their lives were now their own. Inevitably, we also learned that Omega would eventually make the choice to continue her own fight against the Empire as a Rebellion pilot.

"To end the story has certainly been bittersweet," says executive producer and supervising director Brad Rau of the finale. "But we were really proud that we were able to do it on our terms. When we knew this was going to be our final season, we were able to land it the way we wanted to. Sometimes behind the scenes we say that even though it's made by hundreds of people, it's like we all became this weird Bad Batch as well."

"As storyteller, you always have a vision of what a project is going to be and sometimes it doesn't live up to what you'd thought," Corbett concludes. "But this show has gone above and beyond every expectation, and that is a testament to the cast and the crew."

EPISODE 1

CONFINED

Written by Jennifer Corbett
Directed by Saul Ruiz
Premiered: February 21, 2024

Imprisoned on Tantiss, Omega assists Doctor Emerie Karr with blood tests, although Nala Se covertly deletes Omega's own results. Pursuing a secret project, Doctor Royce Hemlock's experiments fail to match his original specimen's M-count.

Meanwhile, Omega befriends a wounded lurca hound whom she names Batcher, and regularly checks in on Crosshair. Discovering that Batcher is to be terminated, Omega releases the creature into the wilderness before being cornered by Hemlock. He threatens to harm Crosshair if Omega does not cooperate, and she reluctantly returns to her cell, where Emerie Karr returns the homemade tooka doll she had previously confiscated.

EPISODE 2

PATHS UNKNOWN

Written by Matt Michnovetz
Directed by Nate Villanueva
Premiered: February 21, 2024

Hunter and Wrecker visit Hemlock's former laboratory, but it has been destroyed by orbital bombardment. They encounter Mox, Deke, and Stak, three young clones who had escaped the facility. Deke guides Hunter and Wrecker to the lab's last control panel, where they download data that could lead them to Omega. However, the only lead the files offer is a sector name.

Mox and Stak consider stealing the *Marauder* but instead choose to rescue the others, who have been cornered by a large creature. The young clones are delivered to safety on Pabu.

EPISODE 3

SHADOWS OF TANTISS

Written by Matt Michnovetz
Directed by Saul Ruiz
Premiered: February 21, 2024

Nala Se is unable to destroy Omega's daily blood sample during a disruption to Tantiss' regular schedule, and she urges the girl to steal a datapad and flee. Omega releases Crosshair from his cell, and the two head for the base's perimeter.

Meanwhile, Emperor Palpatine arrives to receive an update from Doctor Hemlock on the top-secret Project Necromancer. Hemlock dispatches troopers and lurcas to track Omega and Crosshair, suspecting Nala Se aided the fugitives. Omega is reunited with Batcher and Crosshair fights off stormtroopers while his sister commandeers their shuttle. They escape into hyperspace, but there's a target on their backs—Hemlock has discovered that Omega's blood sample supports a positive M-count transfer.

INSIDER INTEL

IN OMEGA'S CROSSHAIRS

"Season Three is just so delicious, with its new dynamic between Crosshair and Omega. She gets to prove Crosshair wrong!" says Michelle Ang, who played the younger clone. "There are some juicy moments where Omega really gets to be like, 'Listen, guy. Stop being like this. *This* is how you do it.' Crosshair finally gets as good as he gives. There's a sort of beautiful, funny bickering that has so much love underneath it all, which, at least in my experience, is so indicative of what family actually is—the ability to confront and hold accountable and tease, and still have it come from a place of generosity and ultimately, love."

EPISODE 4

A DIFFERENT APPROACH

Written by Ezra Nachman
Directed by Saul Ruiz
Premiered: February 28, 2024

Their shuttle damaged during the escape, Omega and Crosshair crash on Lau and must search for another ship. Omega gambles her way into making enough money to bribe a spaceport worker, but an Imperial captain demands a payoff of his own.

Creating havoc along the way, Crosshair and Omega soon appropriate a freighter and blast off, transmitting a message to Hunter and Wrecker. The Batch are finally reunited, but the return of Crosshair seems less than positive.

Meanwhile, Doctor Hemlock makes things difficult for Nala Se.

EPISODE 5

THE RETURN

Written by Amanda Rose Muñoz
Directed by Nate Villanueva
Premiered: March 6, 2024

Safe on Pabu, the Batch's focus shifts to liberating the remaining clones from Tantiss. The team travel to a remote Imperial facility known to Crosshair in order to access intel from Nala Se's datapad. Although the outpost is abandoned, Hunter suspects Crosshair of concealing his connection to it. Crosshair confesses to Hunter that he killed an Imperial officer, but the emergence of an aggressive wyrm forces them to begin to bury their differences.

EPISODE 6

INFILTRATION

Written by Brad Rau
Directed by Steward Lee
Premiered: March 13, 2024

After an assassination attempt on Avi Singh and Riyu Chuchi, a Clone X trooper is captured by Captain Rex's forces. At Rex's base on Teth, the operative—a clone loyal to the Empire—refuses to cooperate, but his data puck lists Omega as a target. Crosshair relays that Doctor Hemlock maintained a division of clones whose identities had been erased.

A second Imperial Clone X trooper infiltrates Rex's fortress, and a battle leads to an explosion. Accompanied by Commander Wolffe, Imperial reinforcements arrive to retrieve Omega.

EPISODE 7

EXTRACTION

Written by Jennifer Corbett & Matt Michnovetz
Directed by Saul Ruiz
Premiered: March 13, 2024

The Clone X trooper pursues the Bad Batch, ignoring Commander Wolffe's order to set weapons to stun. The assassin's blasts send Captain Rex's escape craft crashing into the wilderness. Crosshair battles the sharpshooter, nearly resulting in his death, but Howzer comes to his rescue. Commander Wolffe's Imperial shuttle blocks their escape route, but the clone allows the Batch to leave in peace when he learns that Rex is alive.

On Echo's ship, Rex encourages Hunter to discover why Omega is so vital to the Imperials.

INSIDER INTEL

HAPPY ENDINGS

"I was actually heartened to hear the producers say we were finishing *Star Wars: The Bad Batch* at three seasons, because there was always a sad note for me that we stopped making *Star Wars: The Clone Wars* without *finishing* the Clone Wars," Dee Bradley Baker admits. "The lovely thing was that eventually *The Clone Wars* got this wonderful, satisfying, devastating finish, and now the Bad Batch have got their own ending too. I was very happy that this group got to fulfill all the stories, all of the threads, and answer the questions that the series set out with so beautifully in that first episode."

EPISODE 8

BAD TERRITORY

Written by Matt Michnovetz
Directed by Nate Villanueva
Premiered: March 20, 2024

Phee Genoa tells the Bad Batch that the Empire is recruiting bounty hunters to pursue M-count targets. Hunter and Wrecker meet with Fennec Shand, who agrees to introduce them to a hunter who may know more… in exchange for securing another bounty!

Back on Pabu, Crosshair grows angry when AZI-3 suggests his unsteady hand is not a physical issue. He agrees to try out Omega's meditation techniques.

After promising to send the Bad Batch their information once she's been paid, Fennec Shand transmits a warning to her enigmatic contact.

EPISODE 9

THE HARBINGER

Written by Jennifer Corbett
Directed by Steward Lee
Premiered: March 27, 2024

On Pabu, Omega stumbles across a starship in a cavern and meets Asajj Ventress, revealed to be Fennec Shand's contact. Ventress explains that a high M-count indicates an increased Force capability, so Omega requests that she be tested.

The Bad Batch verify the stranger's identity and confront Ventress, but the Dathomirian announces she is not their enemy. Omega agrees to continue testing, even standing beside Ventress as she calms an angry vrathean.

Although Ventress tells Omega that her M-count level is low, she intimates to Hunter and Crosshair that if her count were higher, the young clone would not be safe.

EPISODE 10

IDENTITY CRISIS

Written by Amanda Rose Muñoz
Directed by Saul Ruiz
Premiered: April 3, 2024

Doctor Hemlock appoints Doctor Emerie Karr as chief scientist and grants her access to the Tantiss vault, where Karr meets children with high M-counts. Hemlock insists Karr limit her interactions with the "specimens," but Nala Se later declares that they would seek her help.

Governor Tarkin contacts Hemlock to express concern over resources, and a Clone X trooper informs the doctor about a lead on Omega. Karr takes custody of another child from Cad Bane, but the others no longer trust her. In an act of empathy, Karr places Omega's tooka doll outside one child's cell.

EPISODE 11

POINT OF NO RETURN

Written by Amanda Rose Muñoz
Directed by Nate Villanueva
Premiered: April 3, 2024

The Clone X operative accesses Phee Genoa's navicomputer and acquires intel on a planet the pirate had frequented. Meanwhile, the Bad Batch plan to protect Pabu's population by leaving the island. However, the Clone X trooper has already landed undetected, and he confirms Omega's presence before launching charges at the *Marauder*.

An Imperial cruiser arrives, and the village is soon overrun with stormtroopers. To save the residents of Pabu, Omega surrenders, hoping her friends will follow her to Tantiss. However, a tracker Crosshair fires at the Clone X operative's ship falls short.

EPISODE 12

JUGGERNAUT

Written by Ezra Nachman
Directed by Steward Lee
Premiered: April 10, 2024

With Omega in Doctor Hemlock's hands, the Bad Batch have only one option left to find her: their old enemy Admiral Rampart knows Tantiss' location. The Batch travel to the Imperial labor camp where Rampart is held prisoner and liberate him. However, Rampart says that no one knew the coordinates of Tantiss, but he knows a way to get around that problem.

In Hemlock's lab, Doctor Karr confirms that Omega's blood sample yielded a favorable M-count. Hemlock delivers Omega to the vault, confining the young clone alongside the other children.

EPISODE 13

INTO THE BREACH

Written by Brad Rau
Directed by Saul Ruiz
Premiered: April 17, 2024

After Echo picks up the Bad Batch in a stolen Imperial shuttle, they plan to retrieve navicomputer data from a Tantiss-bound vessel at a station orbiting Coruscant. With Rampart posing as a captain and the team acting as his personal guard, they infiltrate the base and learn that ships only receive their coordinates after departure.

On Tantiss, Omega scouts an access tube which runs behind her cell and informs the other captives that she has found an escape route. Back at the station, Echo deactivates a science ship's proximity sensors, allowing Hunter to attach the Batch's shuttle to its hull just as it jumps into hyperspace.

EPISODE 14

FLASH STRIKE

Written by Brad Rau
Directed by Nate Villanueva
Premiered: April 24, 2024

Imperial starfighters shoot the Batch's shuttle down on its approach to Tantiss. While Clone Force 99 escapes into the wilderness, Echo obtains stormtrooper armor from the science ship and gains access to the facility. As the Batch dodge patrols and wildlife, Omega explores the base's access tubes and spots Imperials experimenting on a zillo beast.

In the jungle, Rampart becomes separated from his clone protectors and is apprehended by stormtroopers. Doctor Emerie Karr stumbles upon Echo in the Tantiss lab and offers to help him liberate the prisoners. Upon rejoining the other children in the vault, Omega states that she has a plan.

INSIDER INTEL

GRAVITY'S PULL

"The last two episodes took a little bit longer to complete, so I was able to see some of the pre-visualization for the final moments. It was actually really awesome and brought the whole experience together for me," says Michelle Ang of the series's ending. "I think that the gravity of those final scenes made it easy to feel like the finale was the culmination of everything. I was excited that Omega was set up with the possibility of perhaps a very large future."

EPISODE 15

THE CAVALRY HAS ARRIVED

Written by Jennifer Corbett
Directed by Steward Lee, Saul Ruiz, Brad Rau
Premiered: May 1, 2024

Omega and the children escape the Tantiss vault through the access tubes. She then frees the zillo beast to cause a distraction, sending the facility into disarray. Hunter, Wrecker, and Crosshair are able to enter the base through a hangar door that the creature destroyed. However, Doctor Hemlock's Clone X troopers intercept them and take them into custody.

Assisted by Doctor Karr, Echo is reunited with Omega in the transport hangar. Karr pilots the children to safety, but Echo and Omega return to the facility to release Nala Se, Rampart, and the clone prisoners. Nala Se is determined to erase her research, but Rampart follows her to her old lab and shoots the Kaminoan, planning on stealing the data. However, as she dies, Nala Se drops the thermal detonator she was holding, and Rampart is killed in the explosion.

Omega and Echo release the rest of the Bad Batch, but Hemlock takes Omega hostage as he tries to escape. Hunter and Crosshair take the doctor out.

Reunited, the Batch flee aboard a shuttle just before Governor Tarkin arrives to close the facility and redistribute its funding to Project Stardust.

Finally able to rest on Pabu, Hunter tells Omega they can now choose what they want to be. Some years later, Omega speaks to Hunter about joining the Rebellion. Although he is reluctant to see her go, Hunter promises Omega that the Bad Batch will always be there if she needs them.

INSIDER INTEL

FATHER TO DAUGHTER

"There's a lot of authenticity in how the season finally, in its epilogue, plays out," says Dee Bradley Baker of the poignant yet uplifting final scene between Hunter and Omega in the series finale. "The emotions that are in play during that scene are real human emotions, not just from being a family member, or a friend, but also of being a father to a daughter. I have two daughters and so, not to get into it too much, it was very affecting. Very beautiful."

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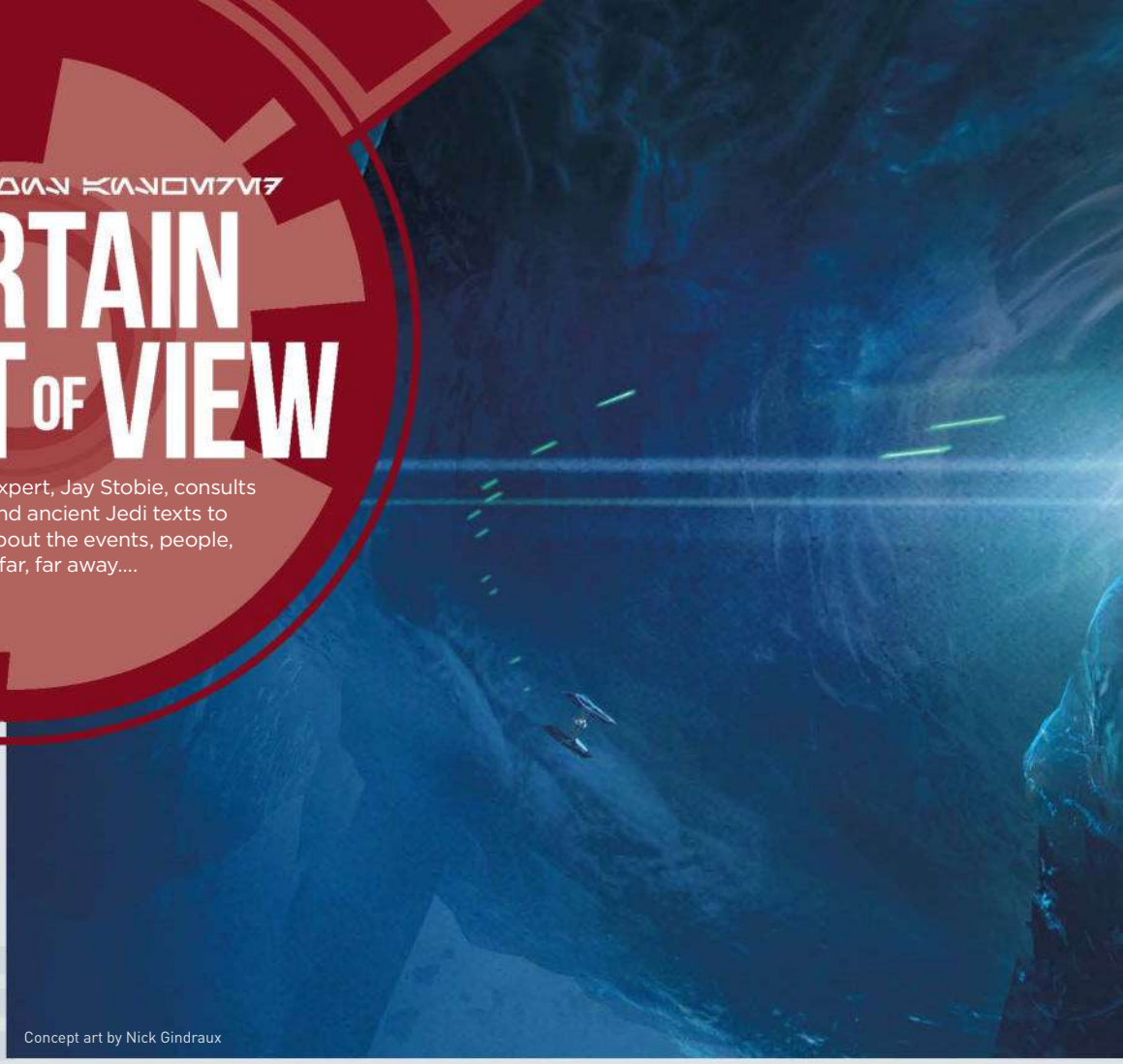
A CERTAIN POINT OF VIEW

Our resident *Star Wars* expert, Jay Stobie, consults his library of holocrons and ancient Jedi texts to answer your questions about the events, people, and places of the galaxy far, far away....



Concept art by Nick Gindraux

"In the trilogy of *Star Wars: The Clone Wars* Season 3 episodes that began with "The Citadel," the Republic worried that the Separatists would get information on the Nexus Route. Why couldn't the Separatists just use any path through space to attack the Republic?"
George Carlton, Cleveland, United States

As one might imagine, traveling across the galaxy at velocities exceeding the speed of light was a tricky endeavor even within the realm of fiction. The *Star Wars* galaxy was located in "realspace," while hyperspace stood apart as an alternate dimension that allowed hyperdrive-equipped ships to travel great distances in relatively short amounts of time.

When such a ship accelerated to lightspeed, it broke the barrier between the two dimensions and jumped into hyperspace. Think of it in terms of our own world, where a car can shorten its cross-country journey by "jumping" onto a highway and reaching speeds that exceed those it can legally cover on a city street or a back road. Although, in that situation, there is no need to enter another dimension!

Just as you would utilize a map to help you avoid unwanted hazards and plot an accurate route along a highway, early hyperspace prospectors explored the galaxy and established regular hyperspace lanes that avoided dangers like asteroid fields and black holes. These charted paths put travelers at ease by

Fly Like The *Falcon*

The Kessel Run

In need of getting to Savareen before his cargo exploded, Han Solo piloted the *Millennium Falcon* into the perilous Maelstrom upon his departure from Kessel. Solo narrowly avoided being pulled into a gravity well before jumping into hyperspace, an act which permitted him to complete the Kessel Run in about 12 parsecs.

The Aftermath of Alderaan

The *Millennium Falcon* was greeted with a rocky reception upon its arrival at Alderaan, as Han Solo believed they had come out of hyperspace in the midst of a meteor shower that wasn't listed on any of the star charts. In reality, the debris was all that was left of the planet following the Death Star's brutal attack.

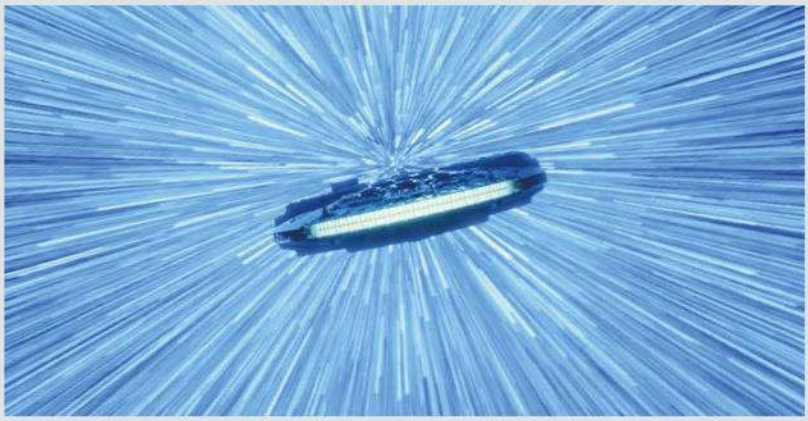
Raging Rathtars

Finally reunited with his beloved *Millennium Falcon*, Han Solo found himself under siege by the Guavian Death Gang, Kanjiklub, and some hungry rathtars. Never asking if something was possible until after he'd done it, Solo took the risky step of taking the *Falcon* to lightspeed and entering hyperspace while still in the *Eravana*'s hangar.

promising them a safe means to visit and trade with distant worlds in a timely fashion. The regular spacelanes fostered economic growth for nearby worlds, but those busy hubs could find themselves facing hard times if alternative, faster lanes were discovered. Around the U.S., countless "ghost towns" can be found where settlements situated along formerly bustling highways struck bad luck when new highways were built and lured their customers elsewhere.

Route Planning

Continuing our highway analogy, think of the tremendous time, effort, and expense ▶



Infiltrating Starkiller Base

Since the First Order's shields had a fractional refresh rate that kept anything traveling slower than lightspeed from getting through, Han Solo made a landing approach to Starkiller Base while still in hyperspace. The *Millennium Falcon* nearly collided with a mountain as it dropped to sublight speed, but the bold maneuver succeeded.

Lightspeed Skipping

With First Order starfighters right on his tail, Poe Dameron utilized the tactic of lightspeed skipping to swiftly make a series of hyperspace jumps through various star systems. The gamble paid off, but the damage he caused to the *Millennium Falcon*'s compressor earned him angry outbursts from Rey and Chewbacca.

that goes into researching, planning, and constructing Earth's network of express roadways. Now scale those concerns up to the galactic level and throw in the endless perils inherent in space travel. Investing untold years and resources into finding new hyperspace routes that may or may not even exist was a gamble unto itself, which is why hyperspace prospectors like the San Tekka family were so well-rewarded for their profitable discoveries. While a ship *could* risk making an unmapped jump, the presence of so many treacherous phenomena throughout interstellar space exponentially amplified the chances that the vessel would not survive the trip.

So, now that we've outlined just how dangerous, time-consuming, costly, and laborious locating and mapping new hyperspace lanes was, one can see just how difficult the process would be for anyone to undertake. For the Separatists, the monumental task was magnified by the fact that the majority of their assets needed to be directed into their war against the Republic. If a highway had already been carved out through an immense mountain range, an Earth government would rather access that established route than commit resources to constructing another highway, especially in a war zone! Such was the case with the Nexus Route, which could have supplied the Separatists with an immediate and trusted hyperlane to attack the heart of the Republic.

Your question is an important one, as hyperspace is a fascinating topic that can nevertheless boggle the mind. After all, the most expedient routes aren't even measured in units of time! Plotting the shortest course meant you could reach your destination quicker, so pilots boasted about their navigational feats in units of distance. That's why Han Solo bragged about making the Kessel Run in less than twelve parsecs. Highlighted by such complexity, the nuances of hyperspace are about as challenging to understand as safe hyperspace lanes were to discover.

HYPERSPACE HIJINX

20 BSW4:
Obi-Wan Kenobi and Anakin Skywalker led a covert team to the Citadel to rescue Jedi Master Even Piell and Captain Wilhuff Tarkin, and prevent the Separatists from obtaining the Nexus Route's hyperspace coordinates.

10 BSW4:
Hoping for a big score, Tobias Beckett and his crew headed to Vandor in a bid to steal a valuable shipment of coaxium, a rare form of hypermatter that was crucial in permitting ships to enter hyperspace.

9 ASW4:
When Magistrate Morgan Elsbeth completed the *Eye of Sion* and achieved hyperspace speeds capable of taking her beyond the galaxy, Ahsoka Tano and droid Professor Huyang hitched a ride within a purrgil's mouth and traversed an ancient hyperspace route that brought them to Peridea.

34 ASW4:
Hoping to buy General Leia Organa and the remains of the Resistance time to flee the First Order, Vice Admiral Amilyn Holdo aimed the *Raddus* on a collision course with the enemy fleet and jumped into light speed. Her daring sacrifice was later named the Holdo Maneuver.

35 ASW4:
Although Beaumont Kin's suggestion to employ Holdo Maneuvers against Emperor Palpatine's Exegol fleet was deemed unviable, at least one Resistance ship conducted a similar maneuver as a means to defeat a First Order Star Destroyer over Endor.

The Legend of L3-37

With loyalty, skill, and a straightforward disposition on her side, L3-37 was a perfect co-pilot and friend to Lando Calrissian during his days as the owner of the *Millennium Falcon*. Having espionage and protocol droid coding overlaid into her brain's original astromech architecture, L3 possessed a navigational database and a strong aptitude for plotting faster hyperspace routes that more cautious ships would never attempt.

Upon L3's tragic death during a mission to Kessel, her neural core was extracted and uploaded into the *Millennium Falcon*'s computer. Now a part of the freighter itself, L3's database proved vital in making the infamous Kessel Run and calculating the *Falcon*'s other hyperspace exploits.

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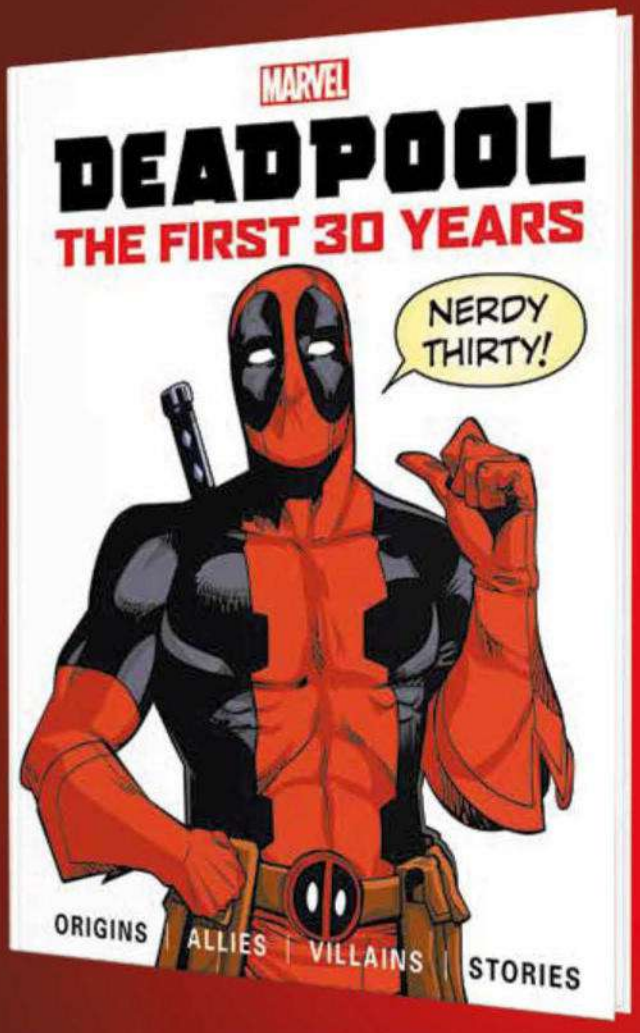

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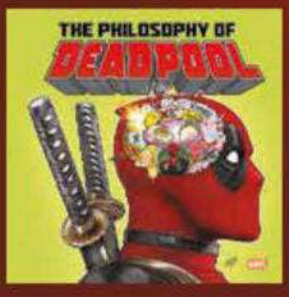

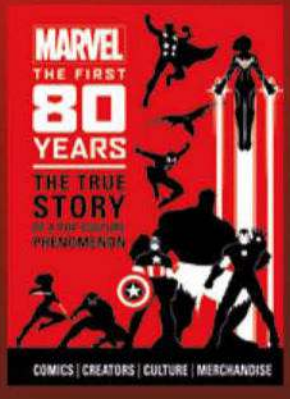

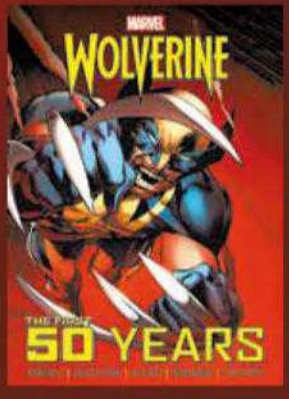

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TITAN MAGAZINES

INSPIRING APPRENTICES

Cosplayers embraced by *Star Wars* fandom

Sabine Wren is Soleil R.'s favorite *Star Wars* character, and the cosplayer has been suiting up as the Mandalorian warrior for almost a decade.

As a fan of Anakin Skywalker and other morally gray characters, Gray R. was drawn to Shin Hati after her introduction in *Star Wars: Ahsoka.* "We are married in real life, so when 'WolfWren' became a thing within the fandom, we knew we had to cosplay them together," says Gray.

The positive reception that Soleil and Gray have received has meant so much to them. Even the actors of the Disney+ miniseries, including Natasha Liu Bordizzo (Sabine Wren), Ivanna Sakhno (Shin Hati), and Eman Esfandi (Ezra Bridger), have taken notice. "The *Ahsoka* cast have all been so amazing to us, and we've had so much fun with each one of them every time we've interacted," says Gray. "It's the first time I've ever felt so seen and loved by a cast for shipping two women on screen."

Soleil R. and Gray R. with Natasha Liu Bordizzo (Sabine Wren) and Ivanna Sakhno (Shin Hati).

INSIDER NEEDS YOU!

We want to hear from you! Tell us about your *Star Wars* experience. What made you want to become a fan? What have you done in the name of *Star Wars*? Tell us your *Star Wars* story by sending your photos, art, and letters here:

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When they brought Pride flags to a photo op with Natasha and Ivanna, Soleil and Gray were greeted with a warm welcome. "Because of the cast's reaction, that has quickly become my favorite fandom experience ever. It's just so different to be publicly uplifted by the cast themselves. They created a sense of safety that I thought we might never have found," adds Gray. "I hope *Ahsoka* gets a billion seasons."

Meeting Eman Esfandi (Ezra Bridger).

ARTISTS' ALLEY

Talented *Star Wars* fans share their amazing drawings inspired by the galaxy far, far away....

01 "PADMÉ" AND "LEIA" BY JENS VN

"I am always inspired by the incredible, unique costume designs and characters in the *Star Wars* galaxy," says Jens VN. "Padmé's royal wardrobe piqued my interest because of the amazingly detailed embroidery and golden headpieces." Jens VN loves to combine costume elements in his art. "In the drawing of Padmé, I wanted to add something that complemented the finesse of her outfit. With Leia, I went for a story-driven connection between her and the *Millennium Falcon*."

02 "DARTH VADER" AND "CHEWBACCA" BY DUSTIN BEARD

"I've always loved Marvel, *Star Wars*, and Japanese art and animation. As a little kid, I would sit and imagine all kinds of worlds and characters," says fan artist Dustin Beard. "I was inspired by the detailed lines, colors and incredible talent that all of these artists had to create and draw these characters. I have never stopped improving, and hopefully will never stop."

BOUNTY HUNTERS

Scouring the galaxy for the stars of *Star Wars*...

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HAYDEN CHRISTENSEN & EMILY SWALLOW

Jaeden Seymour with Hayden Christensen, best-known for playing Anakin Skywalker in the prequel movies.

"Meeting Hayden Christensen was amazing," exclaims Jaeden Seymour, who marveled at the Anakin Skywalker actor's ability to ensure he had a chance to meet every fan.

"A highlight with Hayden happened halfway through his panel, when we found out the Toronto Maple Leafs had won their hockey game against Tampa Bay and would proceed to the next round in the playoffs. Hayden and everyone in the crowd all took a minute to cheer together!"

Jaeden also had an opportunity to meet *Star Wars: The Mandalorian*'s very own Emily Swallow, known for playing the Armorer in the Disney+ series. "She had brought along replicas of the Armorer's tools and had them at her table. We joked around that she would be our last line of defense if any trouble arose in the convention center!"

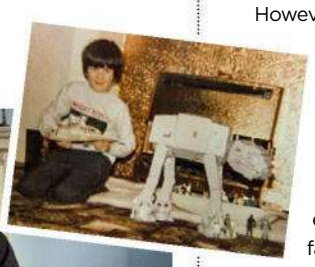
Jaeden Seymour alongside Emily Swallow, who portrayed the Armorer in *Star Wars: The Mandalorian* and *The Book of Boba Fett*.

THE ASSEMBLY AREA

A collector's journey through the decades

***Star Wars* fan Simon Boden began his collecting hobby at a very young age. "I vividly remember getting the snowtrooper and Luke Skywalker in X-wing gear Kenner action figures for Christmas," recalls Simon.**

"I must have been 4 years old, but there was something about those figures that really captured my imagination even then," he says. "I immediately wanted to know if there were more toys out there to play with. Little did I know how much it would become a big part of my life."



The intrepid collector has gone through different phases over the years. "It started with the toys, then the books, then statues, then on to life-sized helmets. Recently, my wife bought me some LEGO *Star Wars* sets and that has ignited a whole new passion," exclaims Simon. "My favorite collectable has to be the Kenner *Millennium Falcon*. It brings back so many childhood memories spending happy hours playing with the toy, imagining where the ship ended up after the destruction of the second Death Star."

However, the saga means far more to Simon than simply assembling a collection. "I love the spectacle of *Star Wars*. The effects, the lightsabers, the costumes, even hyperspace," says the fan. "I feel that *Star Wars* has always been part of my life, from endlessly playing with the toys when I was small, to moving on to videogames in my teens, and even joining the U.K. Garrison as a stormtrooper in my 20s. My first date with my now wife was to go and watch the Special Edition of *Star Wars: The Empire Strikes Back* at the cinema!"

FESTIVITIES OF THE FORCE

Fans gather to celebrate Chinese New Year in Hong Kong

As a member of both the 501st Legion Hong Kong Garrison and Rebel Legion Hong Kong Base, Moses D.C. Kong and more than 80 of his fellow *Star Wars* cosplayers joined this year's jubilant Chinese New Year Parade in Tsim Sha Tsui, Hong Kong.

The procession reflected the franchise's storied legacy, as participants showed off costumes ranging from Ahsoka Tano and Sabine Wren to Din Djarin and Luke Skywalker. "The iconic event coincided with the Year of the Dragon, and brought an extra spark of magic," Moses reports. "This year's parade also paid homage to the prequel era, with a dramatic appearance by Darth Maul and five clone commanders from *Star Wars: Revenge of the Sith*."

Darth Vader made his grand entrance alongside an army of Imperial stormtroopers, and the 501st's Galactic Academy Mon Calamari Base awed audiences by bringing a youthful spirit to the event. "Those younglings, with the youngest being a mere six years old, marched alongside the adults, displaying an admirable dedication," adds Moses, proudly.

Photos: Terry Wong

Most importantly, the aim of the 501st Legion and Rebel Legion is to raise funds for important charitable causes. "The Hong Kong Tourism Board ensured that the parade not only celebrated culture and fandom but also philanthropy," says Moses. "Significant donations were made to the Children's Cancer Foundation Hong Kong and Make-A-Wish Hong Kong, ensuring that the joy of the parade extended well beyond the event, touching the lives of those in need."

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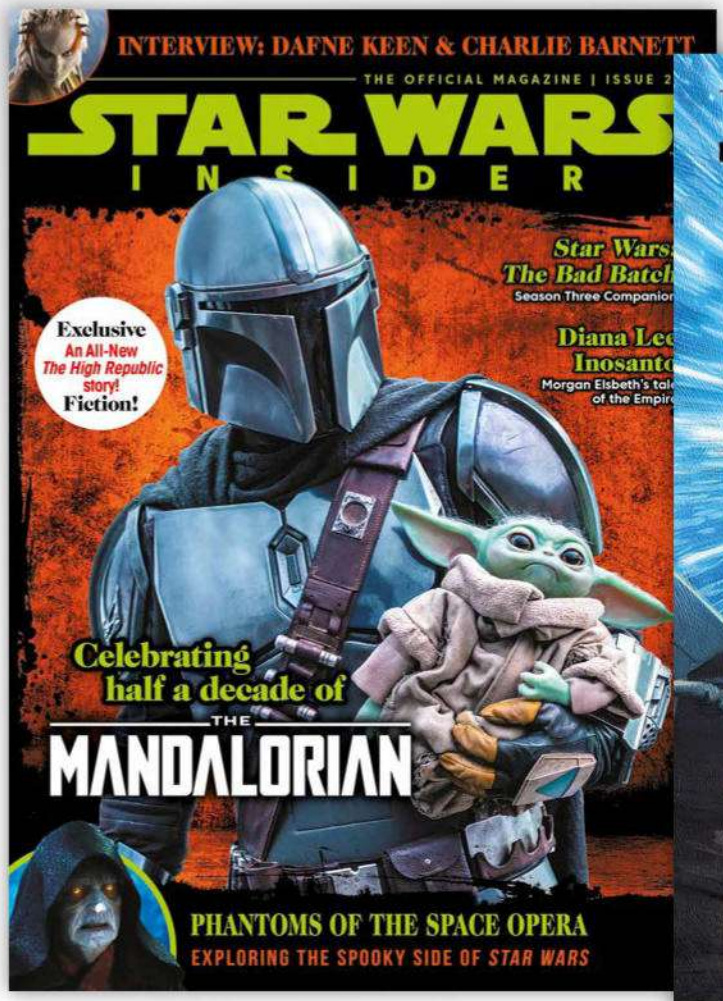

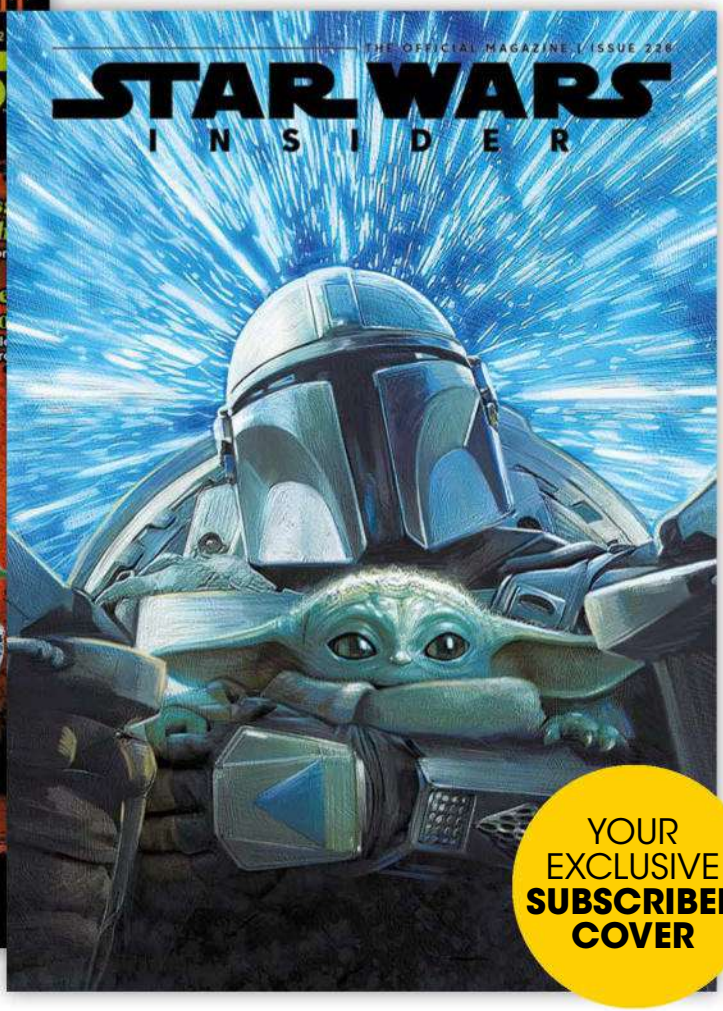

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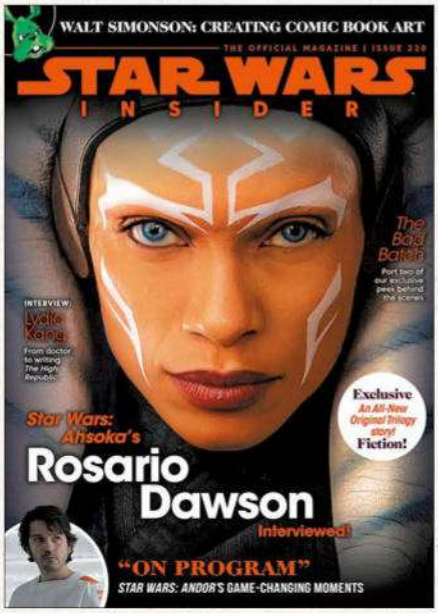

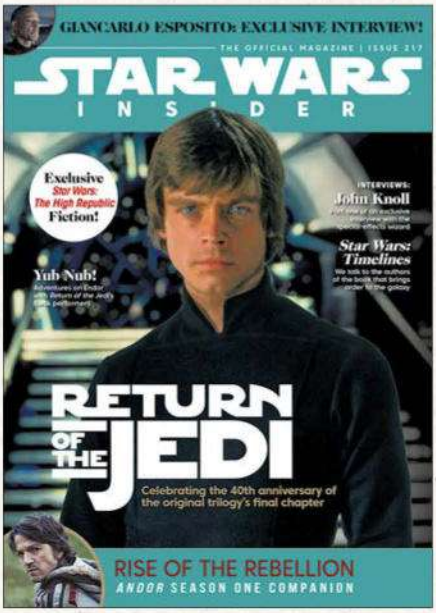
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CHRONICLES OF CORELLIA

"Cracking the Mask"

By Alyssa Wong

Previously, in a galaxy far, far away....

Krix Kamerat and former Jedi Padawan Ruu came to blows during a mission to Corellia to secure coordinates from a Nihil prisoner, allowing safe passage through the Stormwall. Now, Ruu has been chosen for another mission, one that will make use of his unique and deadly skills.

Meanwhile, Driggit Parse has fallen in with the Nihil, but she has plans of her own.

Driggit Parse turned fifteen aboard a Nihil warship, deep in the heart of the Occlusion Zone. She didn't tell anyone. Instead, she curled up in the repurposed storeroom she had made her home, listening with her eyes closed to the little portable radio in her arms. She tucked her nose into her rust-colored scarf and pressed her headset close over her ears, letting the crackle of a familiar comms frequency seep into her heart.

"This is the Scarlet Skull broadcasting live from Valo!" Driggit knew his voice as well as she knew her own. After a decade of inseparable friendship, it was impossible to forget how Gavi sounded. How his voice brightened with passionate excitement when he talked about the Force, the slight whistle between his oversized front teeth when he laughed too loud. The persona of the Scarlet Skull, freedom fighter of Valo, couldn't hide those tells. "Thanks to our subterfuge, the Nihil still believe Lonisa City and the rest of the planet is under their control. But we've driven off the occupying enemy forces and taken back our home!"

With her eyes shut, Driggit could pretend he was sitting on the other end of her makeshift bed, his Jedi youngling robes pooled around him. Even though they weren't related by blood, Gavi and Driggit bore a strong resemblance to each other: they shared the same short, slight build, sandy-blonde hair, apocalypse of freckles, and light brown eyes. *Fake twins.* They'd spent years swapping places and outfits, mimicking each other's mannerisms, fooling whoever they could. But there were some gaps they couldn't bridge. Gavi was a Jedi, and Driggit was just a girl from Lonisa City. His impersonations of her couldn't mask the truth of him: he was protective and sweet, kind and fierce, powerful in the Force.

He was special, and she adored him for it. Her best friend, her favorite person, the epitome of everything a Jedi should be. Because she believed in him, she could believe in a future.

And then she had tried to kill him.

Driggit had already sacrificed everything else to protect Valo. Her innocence, her conscience, her faith. What was one more person? *Even if that person was Gavi?*

Gavi lay on the Innovator's *cold metal floor, fighting for breath and paralyzed by fear, affected by a nearby Nameless' Force-sapping aura. Driggit, now a Nihil, crouched over him, gripping her vibroblade as hard as she could to hide her trembling fingers. The knife's point hovered over Gavi's chest.*

He couldn't move, but he stared up at Driggit with betrayal in his eyes.

Don't look at me, she wanted to scream. Not like that, not ever again. Don't look at me like you know me. Don't look at me like you still believe in me. Don't look at me like you and the other Jedi didn't betray Lonisa City first by abandoning us to the Nihil.

Don't look at me like what I've become isn't your fault.

When the Nihil had taken over Lonisa City a year prior, they had taken everything, including Driggit. She bargained away her freedom to protect her family. The Jedi wouldn't protect them; instead, they had fled from the Nameless with their Padawans and younglings, leaving the Valoans to fend for themselves. Gavi and their mutual friends Kildo and Tep Tep hadn't even said goodbye, just vanished into the night without a word.

That evening, as her city burned, Driggit learned that the only future she could believe in was the one she created herself.

"You can live with yourself knowing that you did this to us?" Gavi whispered.

Driggit had already sacrificed everything else to protect Valo. Her innocence, her conscience, her faith. What was one more person?

Even if that person was Gavi?

"As long as the Scarlet Skulls are around, the Nihil are never going to leave Valo," she told him, bending close enough to say goodbye. Her crushing grief and hatred for the Nihil had seared a hole in her heart, and it was about to swallow up the last sliver of hope she'd kept for herself. "And I want these people off my planet."

Driggit brought the knife down.

The radio crackled again, Gavi's voice pulling her back to the present. He was alive.

He was *alive.*

And according to his broadcast, Lonisa City was safe. Driggit breathed, her chest loosening. That was everything she'd wanted.

Driggit curled tighter around her radio, burying her whole face in her scarf. She wore it every day, and behind the scorched scent of smoke and stale, recycled ship air, the fabric still smelled faintly like home. The floral perfume her mom used, the incense from the Jedi temple where Gavi had woven the scarf for her birthday long, long ago.

Don't think about him.

She'd left Lonisa City knowing that she couldn't ever return, and that if Gavi survived, she'd never be able to make things right between them again. That choice had ripped her to pieces. But Driggit knew she would do anything and become anything to destroy the Nihil, even if it destroyed ▶

her in the process. Gavi was just a reminder of what she had lost. What was it the Jedi at the Valo temple always said? *"Let go of what burdens you. Feel the Force in everything around you, and release your attachments."*

It was wise advice. But Driggit was not a Jedi, never would be, and she held tight to Gavi's words over the radio. "Resistance isn't just possible–it's necessary," Gavi announced. "If we stop fighting, if we stop speaking out, then the Nihil win. So don't forget! Your voice is important. We are all Valo, and together, we can defeat them.

"And..." his voice trailed off. The veneer of the Scarlet Skull fell away, leaving only the boy. "And if you're out there, listening… happy birthday. Wherever in the galaxy you are."

Gavi cleared his throat, sliding back into the Scarlet Skull's voice. "Scarlet Skull, out!"

The broadcast cut out just as the door to Driggit's room slid open. The Warden, commander of the Nihil forces on Eriadu, filled the doorway. He was a huge alien man with tawny-colored fur, a mouth full of circular rows of teeth, and claw-tipped fingers. He wore cruelty like he owned it. "There you are, Driggit," he said. His voice was low and grating, with a strange, rumbling purr at its core. His eyes fell upon her radio. "Listening to anything interesting?"

Driggit slipped off her headset, subtly flicking the radio dials to a random frequency. "Nothing new from Eriadu," she said. "I've been scanning local broadcasts to pick up information, but no luck. What do you need, boss?"

The Warden glanced around the storeroom, which was scattered with blankets, tools, and an assortment of scavenged items. "We have beds aboard the ship," he said. The *Star Hopper* had been a Jedi educational vessel, equipped with dorms for Padawans and teachers.

"I don't like people watching me sleep," Driggit retorted. She shoved the radio under her pillow. "So what is it?"

"Come with me, little lieutenant," was all he said. The Warden led her to his war room, a converted Jedi classroom now covered in maps and diagrams knife-scored into the walls. His other lieutenants awaited them, eyes sliding judgmentally over her. They were adults, seasoned marauders, and Driggit knew

The broadcast cut out just as the door to Driggit's room slid open. The Warden, commander of the Nihil forces on Eriadu, filled the doorway. "There you are, Driggit," he said. "Listening to anything interesting?"

what they saw when they looked at her: a child, fangless and soft, with the Warden's inexplicable favor.

She didn't mind. In fact, she counted on that impression. Their envy made them weak.

"Now," the Warden said, activating the holoprojector at the central table. A blue hologram of a space station appeared in the air in front of him. "I've heard that another Nihil faction led by Grend Semant has stumbled upon quite the find. They've taken over Frander's hidden depot, a workshop run by a genius Lasat shipbuilder. He's developing a special project that could change the face of aerial battles… and could secure our control of Eriadu." He pointed a claw at the holo. The face of a purple-skinned, six-horned Theelin with bright red hair, a set of wicked scars across his face, and one tattered ear appeared next to the station. "Grend Semant does not share. Neither do I. I want the ship he's having Frander build. Who of you will get it for me?"

The discussion devolved into a shouted argument, but Driggit cut through it by sinking her vibroblade into the tabletop. "Send me," she said, cold and quiet. "I'm the right choice."

"Can you even see over the controls to pilot a ship?" one of the others sneered.

"Anyone can steal a ship," she replied, bored. It was an affect she'd learned from a former companion, an arrogant teenage Umbaran scientist named Niv Drendow Apruk. During their time together, Driggit had carefully cultivated his trust and dependence on her, studied him like one of his own experiments, and coaxed a wealth of confidential information about the Nihil out of him. They'd been separated before she could learn everything, but that boy did love to talk. Slipping his mannerisms on like a coat was easy. "There's something much more valuable on that station."

The other lieutenants muttered, but the Warden looked pleased. "Oh?"

Driggit grinned. This time, it was the Warden's expression mirrored back at him. "I'm going to get you the schematics."

The Force was a storm. It hadn't always been for Ruu; throughout his whole life, its presence felt like the weather–sometimes bright and warm like the sun on his skin, sometimes guiding him like a playful wind. It was alive, almost tangible. Ruu was quiet, painfully shy, and bad with people, but the Force never judged him for it. It didn't care that he struggled with words, both spoken and read, and that linking letters together was so stressful it sometimes felt impossible. The Force was with him, as it was with every Jedi at the Corellian temple, and with everything in the entire galaxy. It was as dependable as the muggy Coronet City heat and the rainstorms that followed. As a youngling and Padawan, Ruu would lie on the temple floor and let the Force settle over him like humidity, or wander the city with his master, Conithr, following the Force as it flowed and soared like thermals.

But these days, the Force never settled. It boiled in him, like dark heavy clouds rolling across the sky. It was the promise of thunder and violent monsoons. No peace, no rest, only inevitable, powerful movement.

During moments like these, Ruu wished he could ask Master Conithr for advice. But she was gone, having sacrificed herself to win a battle against

the Nihil a year ago, and he was alone with no answers and no guidance, no longer a Jedi at all. What he had instead was a growing headache as he argued with Crash Ongwa.

"It has to be you," Crash told him. The short human young woman looked as ragged as Ruu felt, but her dark-brown eyes were steely with conviction. She wore a sleeveless shirt under an old set of flight suit overalls, and her arms were folded over her chest. "Everyone else in this crew is easily recognizable. Yes, you're the only Lucem on the team, but you wear a Nihil mask on missions, so no one's seen your face."

"Yeah, but they all pretty much wear masks ," Ruu argued. His voice was quiet but heated. They'd been going around in circles for nearly an hour. The rest of Crash's Corellia-based personal protection company had slowly filtered out of the main room of their new Eriadu City base. "Infiltrating a Nihil squad–pretending to be one of them–"

The idea of it made the Force churn within him.

"I know it would be difficult for you," Crash said, gentling her voice. *She didn't know at all,* Ruu thought. If she did, she wouldn't be asking him to do it. "But I need someone who can get the job done, rescue Frander, and do a lot of damage if the situation calls for it."

You need a killer, Ruu thought, sick. The worst part was that she wasn't wrong.

"You're my best choice for this infiltration and rescue mission. You're my only choice." Crash scrubbed her hand through her cropped pink hair. She looked apologetic and pained. "If there was any other way, or anyone else I could send, I would. We have access codes to cross the Stormwall thanks to *Krix Kamerat,*" she spat the former Nihil commander's name, "but I don't know how long they'll be active."

"And you trust his information? The last time you trusted Krix, he moved the Stormwall over Eriadu!" Ruu snapped. "Everyone on this planet is trapped in Nihil Space now!"

"I know that!" Crash shouted back. There were deep lines under her eyes that hadn't been there a year ago, worn into her skin by guilt. "I know I karked up, okay? But look, you worked with him to get that intel. I don't trust him, but I trust you."

Krix Kamerat. Ruu had never told Crash the details of how he and Krix had extracted those access codes from a Nihil prisoner. Now Krix was gone, thank the Force, and Ruu alone carried the secret of that awful interrogation. What scared Ruu the most about the memory of that night wasn't how he had killed the Nihil prisoner, lifting him into the air with the Force and dropping him five stories to his death–it was the way Ruu had felt no guilt or sympathy, just cold satisfaction.

It had felt *right.*

"I don't like who this is turning me into," he whispered.

Crash hesitated, then moved forward and wrapped him in a hug. She was so confident and strident that it was easy to forget she was only nineteen, a few years older than him. "I know," she said, almost as quiet. "I'm sorry."

They both knew it didn't matter.

I would do anything for you, Ruu wanted to tell her. The words tangled up inside him, unable to push their way out. *Please don't ask me to do this.*

"I'll let you know when I'm done," he said instead, scooping up his Nihil gas mask and hooking it onto his belt next to his silver-hilted lightsaber.

He didn't look at her as he left.

Frander's hidden depot was a marvel, if one liked junk and chaos. It was a small space station converted into a shipyard and workshop, filled with old scrap, pieces of vehicles in various stages of being dissected or assembled–Driggit wasn't sure which–and black-market parts. Luckily, she was small, so it was easy for her to slide through gaps in the mechanical tangle and duck under overhangs of dangerously stacked sets of landing gear.

The toe of her boot caught on a loose strut brace, emitting a soft *clang*! Driggit flinched and froze, but when no one came to investigate, she moved on.

A loud argument echoed from the large open hangar door to her right, but Driggit's line of sight was blocked by half of a badly burned starfighter–too damaged to identify the model–and the hangar wasn't her intended destination. Instead, she weaved through the junk until she found what she was looking for: an equally messy desk, several meters long and covered in chalk scribbles. As she drew closer, she recognized the shapes as ship designs in progress. Several were badly smudged, but one looked fresh: it looked like an enormous drill, made to rip through the hulls of other starfighters. The chassis was surrounded by a brace of bulky artillery, patchworked together Nihil-style, which didn't seem to fit with the rest of the design.

Was this the ship the Warden was after?

Driggit turned to the large, bulky computer perched on the desk. It looked as old and weathered as some pieces in the shop–a workhorse of a machine built for durability rather than style. Slicing into Frander's database was easier than she'd expected. Scanning the contents, she found what she was looking for: meticulously detailed schematics.

Dismayed, Driggit realized that the ▸

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list of files was nearly endless. "Did this guy keep every draft of every design from the past ten centuries?" she muttered. Luckily, the newer ones were better labeled. And… there! She spotted one marked with "Grend Semant" and a recent date. When she opened it, a nearby holoprojector popped up an image of the artillery-loaded drill ship. *Perfect.*

She fished out the datastick hanging from a cord around her neck. Copying the file would be quick, and then she could get out of here, fast and easy.

The moment the green bar filled up onscreen, indicating the download was complete, Driggit yanked the datastick out of the computer. She was slipping it back over her head when a hand grabbed the back of her scarf, pulling it tightly around her neck. She choked.

"Say, Frander," called the purple-skinned Theelin towering over her. He had several long scars across his face and one tattered ear. He smiled down at her, tightening his grip. "Did you know you have womp rats?"

"Master Conithr? Why do we call lightsabers peacekeeping tools? Aren't they weapons?"

Conithr hummed in response, shifting into the next stance with her green lightsaber held low in front of her. She looked at home in the Corellian temple's training room. Her thick blonde braid swung behind her, reaching almost to her waist. Ruu was amazed that she hadn't accidentally cut it off with a misplaced lightsaber swing. "They are," she replied. "Sometimes we must use weapons to protect those who cannot protect themselves. But they can also be tools. Can you think of any such instance, Padawan Ruu?"

In Eriadu City, Ruu dropped out of the darkness and landed neatly on the balcony of Emple Ortok's apartment. Emple, a tall human man, gaped at him. "Who the hell are you?" the Nihil demanded.

Ruu activated his lightsaber, the glow of its blue blade reflecting off of his own Nihil gas mask. "Tonight, I'm you," he said, and struck.

Ruu had just changed his name a few weeks prior, and hearing his new name–his real name–made him light up inside. When he'd shyly told Conithr, "I'm a boy and my name is Ruu," the Force warmed him like sunshine, matching Conithr's welcoming smile. Now he tried to copy her stance, following along with her movements. His blue lightsaber wavered a bit as he adjusted his footing. "Um, I think… cutting through a door to save someone who's trapped?"

"Very good." She nudged his boot with her own, adjusting his stance even more. "And another?"

Ruu pocketed Emple Ortok's identification card. He left the dead man on the balcony of his untouched apartment and headed west toward a public shipyard. Ortok's identification got him into the man's private vessel, a small, sleek ship built for one. As he took to the sky, the lights of Eriadu City dropped away, and he readied himself for the next step. When a voice over his comms growled something unintelligible over the choppy connection, Ruu entered Krix's access codes. "Requesting permission to cross the Stormwall," he said. It wasn't a good imitation of Ortok's voice, but Ruu passed safely through.

Crash had provided coordinates to Frander's depot, and one hyperspace leap later, the station blinked into view before Ruu. A cluster of other Nihil ships were converging on the location as well. "I've got competition," Ruu murmured. The Force hummed within him, eager. His lightsaber felt like a live wire in its holster. "All right."

"Clearing debris after a disaster? Chopping it into smaller pieces so it can be moved?"

"Also, good. Next stance, Ruu." Conithr stepped forward, bringing her lightsaber up to block an imaginary attack. He mimicked her at half speed, trying to get the movements just right. She winked at him, her sharp red eyeliner flashing in the sun. "That's right. Shift your wrist down a few degrees. One more example, please?"

"Lighting up the dark if we're searching for a missing person?"

"Well done! See? There are many uses for lightsabers. Not just violence."

There were almost twenty Nihil sneaking through the junk maze in Frander's depot, heading toward the hangar. By the time they were halfway there, only fifteen were present. The loud, angry voices echoing through the building masked the sound of Ruu's lightsaber punching through flesh and armor, and he caught each body on the way down to muffle their drop. Fifteen became twelve.

"Who the hell are you?" the Nihil demanded. Ruu activated his lightsaber, the glow of its blue blade reflecting off of his own Nihil gas mask. "Tonight, I'm you," he said, and struck.

They shouldn't have split up, he thought.

And then, viciously, *They shouldn't have been Nihil.*

Ruu chewed his lip, letting his lightsaber dip. "But what if… what if I have to fight and hurt someone?" he asked softly. "And what if I can't?" He stared at the hilt of his lightsaber in dismay. "Would that make me a bad Jedi?"

Conithr ruffled Ruu's long white hair. "No, Padawan Ruu, that makes you compassionate. Being a Jedi isn't about who can fly a Vector the fastest or fight best with lightsabers. It's about treating people with kindness, because everyone is part of the Force, and the Force is part of everyone."

She parried Ruu's lightsaber suddenly, knocking it out of his hand and into the air. Conithr caught it effortlessly, deactivating hers as well. She sat on the stone floor and patted the spot next to her, inviting him to join her. When he did, she rolled both of their lightsabers across the ground out of reach. "Your lightsaber isn't your

greatest tool–your compassion is," she told him. "Never lose that heart, Ruu. That's what will make you a great Jedi."

With each death, Ruu felt the Nihil's lives flicker out in the Force, like pops of static. He thought of the sweet smell of petrichor, and kept moving.

Only eight Nihil reached the hangar entrance, and their shock and fear made it clear that they didn't know what happened to the others. Ruu ducked behind a shelled-out Vector, waiting for his next chance to strike. But then his prey was surrounded, held at blaster-point by another pack of Nihil marauders. Each member of this new group had a slash of purple paint across their scavenged patchwork armor, right below the blue Nihil eye symbol. They moved as a team–or a squad, Ruu realized. Former soldiers turned pirates, perhaps, or a group of mercenaries who'd thrown their lot in with the Nihil.

A huge black ship loomed behind them. Its entire front half was a massive, brutal-looking drill; Ruu caught his breath, recognizing it instantly. A *Spiral*-class Viz-Core Eviscerator, built to shred other ships apart. They'd been banned for more than a century after the Battle of Jedha. But here was one now in the hands of the Nihil, modified with a brace of bulky cannons and a fan of jagged metal spears. It wasn't quite finished yet, but it looked close.

A familiar-looking, green-eyed Lasat stood in front of the ship, arguing with a tall, scarred Theelin. "I'm telling you, Grend," the Lasat snarled, his striped purple fur bristling, "this thing's an abomination. Even if I could build you more, I wouldn't." That must be Frander, the shipbuilder Ruu had come to rescue.

"And I'm telling you that you *will*," drawled the Theelin, thumbing the blaster at his hip. The slashes of paint on his armor matched the scars on his face, and the easy, violent authority in his voice marked him as the mercenaries' leader. "Do it fast, Frander–I've already caught the competition trying to steal your trade secrets."

He shoved a human teenage girl forward. She was small and wiry, with blunt-cut, sandy-blonde hair and the start of a nasty bruise on her cheekbone. Her hands were cuffed in front of her. Ruu thought she was another hostage until he spotted the hook-beaked Nihil mask clipped to her belt.

Grend dipped a finger under the Nihil girl's scarf and drew out a thin leather cord with a datastick attached. With a brisk yank, he snapped the cord from her neck. The girl hissed in pain. "She found the schematic for the new Eviscerator. Unfortunately for her, this datastick isn't going anywhere. Who sent you to steal this from me, little womp rat?"

A huge black ship loomed behind them. Its entire front half was a massive, brutal-looking drill; Ruu caught his breath, recognizing it instantly.

Ruu's gaze darted from the datastick to the Eviscerator, then to Frander. This had become more than a rescue mission. If the Nihil–from any of these warring factions–could manufacture Eviscerators, the consequences would be deadly. He had to destroy the ship. But if the Nihil got away with the schematics or Frander, then they'd be able to recreate them. Which meant that the datastick was a liability…

…And so was Frander.

Light, he didn't know what to do.

The Force roiled within him, urging him to action. Look, it seemed to whisper. Ruu realized that everyone was standing close to the ship: Frander Grend with the datastick, and the other Nihil. If Ruu detonated the ship now, it was unlikely that they would all survive the explosion. An ugly, neat solution to an impossible problem.

Conithr would urge him to choose compassion. But what was more compassionate: saving an innocent life at the cost of thousands of potential casualties? Or sacrificing one to save the many?

Make your choice, demanded the storm.

Ruu did.

He slipped, unnoticed, past the arguing Nihil and into one of the gaps in the Eviscerator's hull. The hyperdrive engine, notoriously fickle and volatile in earlier models, was sealed away behind thick metal paneling, deep in the ship's guts. Ruu drew his lightsaber and activated the blade, piercing through the vehicle's inner wall. "Just like cutting through a door." Conithr was right; sometimes a lightsaber was a weapon, sometimes it was a tool. *Today*, Ruu thought as he lined the hyperdrive with thermal charges, *it was both.*

Ruu slid back out of the ship, disappearing behind the walls of scrap. As soon as he was clear, he wrapped his hand around the detonator in his jacket pocket and pressed the button.

A bright flicker of orange light in her periphery was the only warning Driggit had before the drill ship exploded, but it was enough. She snatched the datastick from Grend Semant and flung herself away from him, rolling behind a heavy, angular slab cut from a shipping freighter. A split second later, the concussive wave of sound and heat rammed into her shelter. She curled into a tight ball around the datastick, desperately praying for survival.

Deadly shrapnel rained down through the workshop, slamming against the shipping freighter. People were screaming. Driggit smelled burning hair.

She hoped it was Grend Semant.

Driggit lay still, playing dead, even after the last bits of metal stopped clattering overhead. She planned to wait until any other survivors left to make her escape, but then she heard an unmistakable sound: the bristling shriek of a lightsaber.

She clambered to her feet, grimacing at all the new cuts and bruises, and ▸

peered around the edge of her shelter. A lean, sharp figure in dark clothes and a Nihil mask lunged through the workshop, a blue lightsaber singing in his hands. He was protecting the Lasat, who was pressed against a far wall. He used a Jedi's weapon, but he didn't fight with the elegant grace of any Jedi Driggit knew from the Valo temple.

He fought like a monster. He tore through the remaining Nihil, hurling himself at them and swinging his lightsaber with the full momentum of his body. The force of his blows left behind deep gashes in the floor. Driggit's eyes widened as he cut down one of Grend's Nihil, slicing a nearby speeder in half in the process.

An arm wrapped around Driggit's neck from behind, cutting off her air. "Gotcha," hissed Grend. He was scorched and bleeding badly, but very much alive. "Give me the datastick–"

Driggit twisted like an eel, thrashing around in his grip until she could sink her teeth deep into his arm. He howled, letting go. She rammed her elbow into his stomach as hard as she could. When he doubled over, she leaped on him from behind and looped the short tether between her cuffs across his throat.

As Grend choked, fingers scrabbling at the tether, Driggit braced her feet on his lower back and pulled with all of her might. "This is for slamming my face into a desk," she snarled. The Theelin's struggles slowed, and he finally went limp. Driggit kept the cord tight against his throat for an extra fifteen seconds, just in case, before letting him slump to the ground.

When she stood up, the Nihil-Jedi was watching her.

"You," he said, his quiet, calm voice distorted eerily through his mask. He sounded like he was in a dream. He cocked his head and moved toward her. His lightsaber burned in the air like a brand. "You're the one who stole the Eviscerator schematics."

Driggit backed up, painfully aware that she was unarmed and her hands were still cuffed. "Yeah? And which Jedi did you kill so you could steal that lightsaber?" she sneered. Void below, it was the same color as Gavi's.

The Nihil-Jedi paused, taken aback. Driggit seized her chance and ran, snatching Grend Semant's blaster from his body as she went. She knew she couldn't outrun the Nihil-Jedi on the ground, but the hangar walls were supported by vertical iron girders. If there was one thing she was certain she could do quickly, it was climb.

Driggit used the loop between her cuffs to haul herself up the girder, finding the tiniest hand- and footholds. She could hear the Nihil-Jedi behind her. But she was faster than him. By the time he made it to the vertical crossbeam near the hangar's soaring roof, Driggit was already on the other side, putting as much distance between them as possible. Except, she realized, there was nowhere else to go.

The Nihil-Jedi paused, taken aback. Driggit seized her chance and ran, snatching Grend Semant's blaster from his body as she went.

"All I want is the datastick," the Nihil-Jedi said. He walked across the beam, perfectly balanced, approaching with his lightsaber drawn.

Driggit clutched the datastick in her left fist. Grend's blaster was in her right. "You don't seem the type to leave behind survivors," she said. When the Nihil-Jedi inclined his head, she glanced down at the Lasat far, far below. "Except for them. You care about this," she lifted the datastick, "and you care about him. So if you could only have one, which would you choose?"

The Nihil-Jedi glanced down sharply, realizing what Driggit already had: that the hangar's east wall wasn't actually a wall at all, but a pair of airlock doors.

"I'd pick now," Driggit said, clinging to the beam with all her might and raising her blaster. She shot the airlock control panel. The doors opened, and the contents of Frander's hidden depot were sucked into space.

Choose.

The schematics were so close. Ruu could reach out and take them if he wanted to, and leave the Nihil girl to her fate. Or he could reach out with the Force and save Frander, who was being dragged rapidly toward the airlock doors. If he did, though, the Nihil girl would escape with the schematics.

"If you could only have one, which would you choose?"

The schematics was the *right* answer. It was the obvious trade-off. And if the only shipbuilder who knew how to recreate them died, then wasn't that the best choice for the galaxy?

But what did *he* want? Who did *he* want to become?

The Force was a storm, and Ruu stood at its eye. For a moment, he and the Force were one, and all he felt was peace.

He chose, and reached out.

Frander froze in midair, only a meter from the open airlock. Ruu held onto him with the Force, fighting the pull of the vacuum. "Can you fix the airlock controls?" he yelled. Frander nodded frantically. Ruu gripped the beam below, struggling to stay balanced as debris rocketed past him. He swung his hand out, maneuvering Frander toward the panel. The Lasat's hands flew over the device, connecting wires and hitting the button on the side of the control panel.

The airlock doors slid closed. Frander collapsed, and Ruu nearly did too. He sagged on the beam, closing his eyes and looking inward.

The Force was no longer a tempest. It had calmed to a strong but gentle breeze, soothing like the smell of wet dirt.

When Ruu opened his eyes, the Nihil girl and her datastick were gone. But looking at Frander, slightly battered but alive, Ruu couldn't make himself regret his decision.

"Let's get you back to Corellia," he said.

That evening in Eriadu City, Driggit waited outside an ornate metal fence, gingerly touching the bruise on her face. It was starting to swell in earnest.

"Kark star, Driggit. What happened to you?" Emelsine Tarkin climbed over the fence surrounding her family's estate, landing on her feet right next to Driggit. She had long, dark hair, sweeping eyelashes, and a constellation of three perfect moles dotting her face. Her sly green eyes usually sparkled with mischief, but now it was just concern.

"Lost a fight against a desk," Driggit said. She batted Emelsine's hand away when the youngest Tarkin daughter–fifteen years old, just like Driggit–reached out to touch her bruise.

"The desk won, clearly," Emelsine said, persisting. Her fingers were cool against Driggit's skin; she tried not to wince and failed.

"Maybe. But I fought a desk and a Nihil-Jedi today–"

"Sorry, a *what*?"

Driggit wasn't sure what he'd been, other than terrifying. He hadn't seemed much older than her, though. It made sense, in an unfortunate way, that there were other kids just as warped by the war as she was. No one was untouched by it. Not even Emelsine, whose family tried to keep her cloistered away from the conflict while they ran Eriadu's political battlefield. All it had done was make Emelsine more determined to help fight back against the Nihil.

Their friendship was unlikely, but mutually beneficial: they met once a week to trade information, with Driggit passing Nihil intel to Emelsine for the Eriaduan resistance. Undermining the Warden by selling out his secrets was rewarding enough; Driggit hadn't wanted anything else. After the first month, though, their meetings had transformed from a business arrangement into something genuine.

"Don't worry about it. Anyway, I got something good." Driggit held out the datastick, pulling it back when Emelsine reached for it. "Which I'll share with you *if* you do me a favor."

Emelsine smirked. Her nose crinkled in a cute and distracting way. "I'm listening."

The Force was a storm, and Ruu stood at its eye. For a moment, he and the Force were one, and all he felt was peace. He chose, and reached out.

"These are schematics for a very dangerous ship. If the Warden gets them, he will build a fleet of them." Driggit dropped the datastick in Emelsine's waiting palm. "I want you to make me a sabotaged copy of the design to deliver to the Warden tonight. He'll have his fleet… with adjustments."

Emelsine winked. "Any requests?"

"I like fireworks," Driggit said idly. She pushed away from the fence as Emelsine began to scale it. "I'll see you later to pick up the new schematics."

By the time the sky darkened completely, Driggit had the datastick back in her pocket. As she left the Tarkin Estate, a cold wind blew down the street, ruffling her scarf. She followed it, letting it guide her through Eriadu City until the breeze died down. She sat on the lip of a nearby stone fountain, wrapping her scarf around her shoulders to ward off the chill. The material was warm and soft, the last piece of Valo–and Gavi–she couldn't bear to part with.

Her face was bruised and her body ached, but for the first time in a long time, she could feel beyond the grief and pain. Something unfamiliar, like hope.

She held the datastick up to the stars and imagined the sky blooming with fire.

"Happy birthday to me," she whispered to herself.

THE END

NEXT ISSUE: "Tales from the Occlusion Zone" returns, only in ***Star Wars Insider***!

JEDI MASTER'S QUIZ

In honor of the fifth anniversary of *Star Wars: The Rise of Skywalker*, see if you can outwit the resurgent Emperor Palpatine by beating our Sith-serving quiz.

Compiled by Jay Stobie

"A THOUSAND GENERATIONS LIVE IN YOU."

Complete the saga by answering these *The Rise of Skywalker* questions.

THE EMPEROR'S INFLUENCE

1: Why did Kylo Ren travel to Mustafar?

A/ To build a new fortress
B/ To obtain a Sith wayfinder
C/ To hide his fleet
D/ To meet with an Imperial admiral

2: In which region was the planet Exegol located?

A/ The Mid Rim Territories
B/ The Unknown Regions
C/ The Outer Rim Territories
D/ The Deep Core

3: Who served Palpatine in the Emperor's "old" wars?

A/ Allegiant General Enric Pryde
B/ Lieutenant Seftin Vanik
C/ Admiral Gial Ackbar
D/ Commander Larma D'Acy

4: What planet did the Sith Eternal target with a Sith Star Destroyer?

A/ Coruscant
B/ Nal Hutta
C/ Chandrila
D/ Kijimi

5: Who did the Emperor use to guide Ben Solo's corruption?

A/ Captain Phasma
B/ Luke Skywalker
C/ Supreme Leader Snoke
D/ Leia Organa

THE SEARCH FOR THE SITH

6: Which Aki-Aki ceremony did Rey witness on Pasaana?

A/ Celebration of the Harvest
B/ Gala of the Mountains
C/ Festival of the Ancestors
D/ Commemoration of the Rivers

7: What relic did the Resistance find beneath the quicksand of Pasaana's Forbidden Valley?

A/ Jedi lightsaber
B/ Mandalorian armor
C/ Trandoshan blaster
D/ Blade of Ochi of Bestoon

8: Who leaked First Order intel to the Resistance?

A/ Vicrul
B/ General Armitage Hux
C/ Ushar
D/ Admiral Hermes Griss

9: How did Poe Dameron, Finn, and Rey get aboard Kylo Ren's Star Destroyer?

A/ Used a captain's medallion
B/ Wore an admiral's uniform
C/ Stowed away on a transport
D/ Flew a TIE fighter

10: What happened to Kylo Ren after Rey healed his wound?

A/ Traveled to Tatooine
B/ Had a vision of his father
C/ Contacted the Knights of Ren
D/ Spoke to Yoda

RALLYING THE RESISTANCE

11: Why were Jannah and her friends living on Kef Bir?

A/ To spy on the Ewoks
B/ They were born there
C/ To worship the second Death Star
D/ They were former stormtroopers who had defected from the First Order

12: What animals did the Resistance ride into battle at Exegol?

A/ Banthas
B/ Rancors
C/ Tauntauns
D/ Orbaks

13: Why did Finn target the First Order's navigation signal?

A/ To prevent the Sith fleet from leaving
B/ To communicate with Ajan Kloss
C/ To record a message
D/ To eliminate a distress beacon

14: Who joined Chewbacca to lead an armada to Exegol?

A/ Beaumont Kin
B/ Snap Wexley
C/ Lando Calrissian
D/ Zorii Bliss

15: What did Rey do with Luke and Leia's lightsabers on Tatooine?

A/ Destroyed them
B/ Buried them
C/ Lost them
D/ Burned them

"WOOKIEES STAND OUT IN A CROWD."

Seek out 10 crucial *The Rise of Skywalker*-related words below:

L	S	N	E	S	F	H	R	A	I	I	A	Y	E
A	B	S	O	O	B	R	R	K	C	P	P	D	A
P	R	D	U	M	N	A	I	O	W	A	A	E	Z
B	E	P	S	P	V	S	B	B	U	Y	E	A	P
O	S	U	U	B	E	Q	K	U	S	D	A	T	X
F	I	N	A	L	O	R	D	E	R	A	B	H	J
R	S	G	H	M	C	S	L	I	L	I	L	S	E
O	T	K	E	A	H	Q	C	A	U	T	K	T	M
S	A	I	Y	Z	I	A	A	G	S	P	L	A	C
E	N	T	W	W	O	R	F	O	B	E	M	R	A
T	C	U	A	N	A	Y	I	F	O	U	R	N	H
I	E	L	K	T	E	L	F	O	B	D	F	I	C
C	N	O	J	S	O	T	K	T	P	Y	H	Y	O
O	B	L	R	O	E	A	N	E	H	A	T	U	I
P	K	O	B	A	H	G	T	O	R	D	X	B	S

QUIZ ANSWERS:
1. B, 2. B, 3. A, 4. D, 5. C, 6. C, 7. D, 8. B, 9. A, 10. B, 11. D, 12. D, 13. A, 14. C, 15. B.

"WOOKIEES STAND OUT IN A CROWD."
1. Resistance, 2. Boolio, 3. Rose Tico, 4. Ochi, 5. Death Star, 6. Babu Frik, 7. Dyad, 8. Superlaser, 9. Final Order, 10. Skywalker.

HOW DID YOU DO?

Were you able to defeat the Sith and correctly answer our *The Rise of Skywalker* questions?

0-9: Your saga has begun, yet the destiny of the Jedi remains unclear.

10-19: The Force brought us together, but you must finish your training.

20-24: You are all the Jedi. Congratulations on saving the galaxy.

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STAR WARS INSIDER

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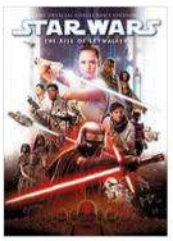

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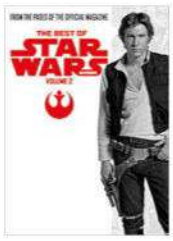

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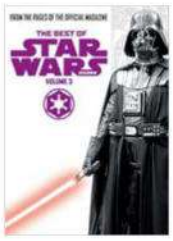

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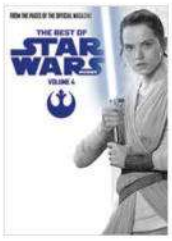

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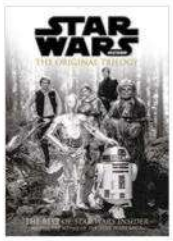

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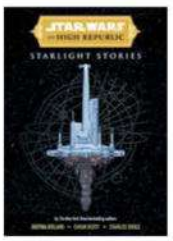

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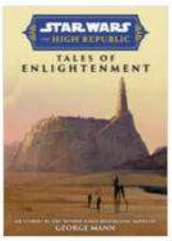

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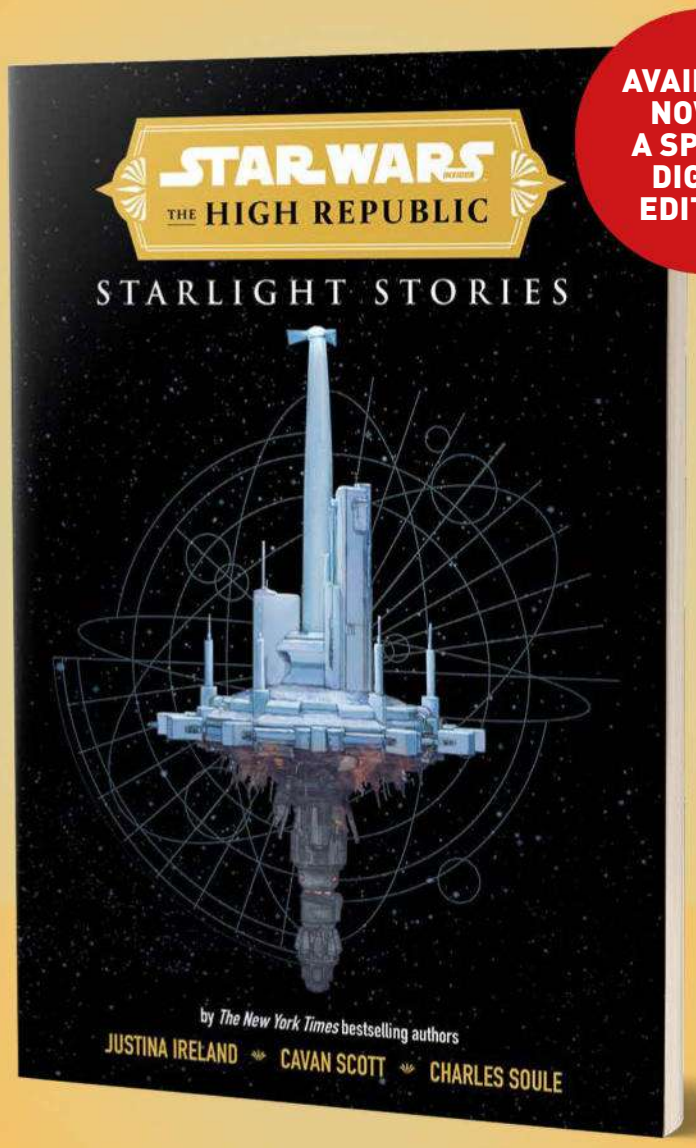

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